

PlayStation 2

024

SEPTEMBER 2002/TOCA RACE DRIVER: EXCLUSIVE REVIEW AND PLAYABLE DEMO/WOLVERINE'S REVENGE/TOM CLANCY INVADERS PS2/WORLD RALLY CHAMPIONSHIP 2/TRUE CRIME/PS2 EASTER EGGS/FFX GUIDE/
TIMESPLITTERS 2/ONIMUSHA 2/THE THING/TUROK EVOLUTION/HITMAN 2/CONFLICT: DESERT STORM/PROJECT ZERO/DINO STALKER/MEN IN BLACK II/LORD OF THE RINGS/RED FACTION 2/VIRTUA COP: REBIRTH/MORE



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Issue 024/september 2002/£5.49 with disc



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TOCA RACE DRIVER

TOP GEAR OR SPARE TYRE? RACE
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"IT'S A MUTIE!"

Claw blimey! Why Wolverine's Revenge will be an X-rated hit

20+

PAGES OF THE
BEST REVIEWS

CONFLICT: DESERT STORM/PROJECT ZERO
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MX SUPERFLY/MEN IN BLACK II + MORE

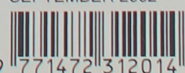
TWO'S COMPANY

Hands on with sequel stunners
TimeSplitters 2, Onimusha 2 and
Blade II – plus first WRC2 news!



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ON THE COVER
Just one of the top cars available in Codemasters' story-driven TOCA Race Driver. Full review on page 092.

ISSUE 024/SEPTEMBER 2002

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New rules for Wimbledon. Winner stays on.

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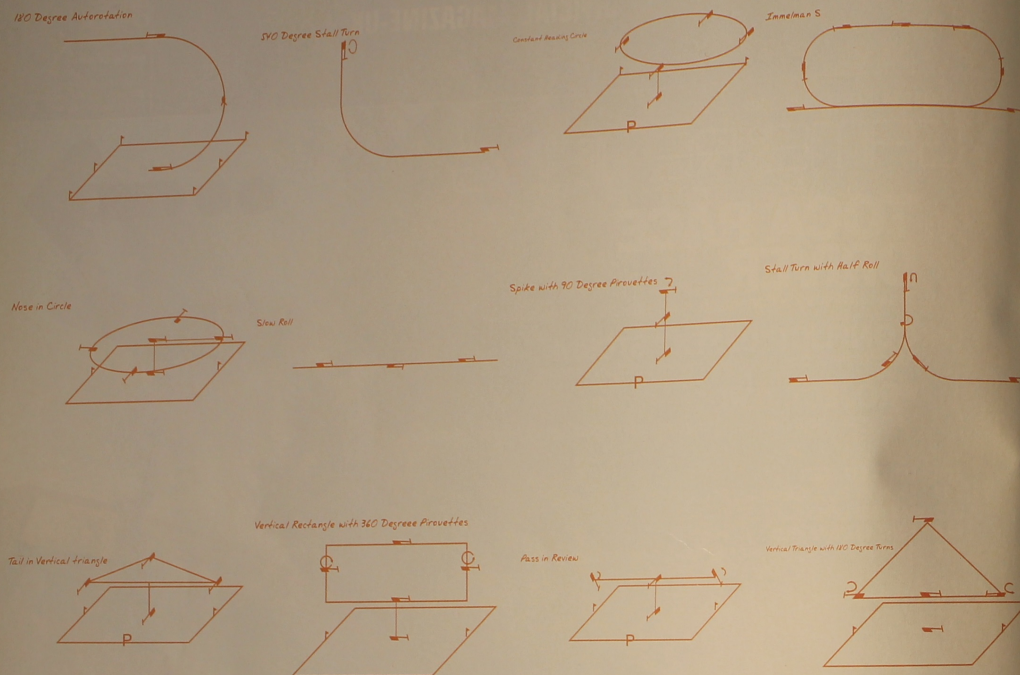
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THE THIRD PLACE



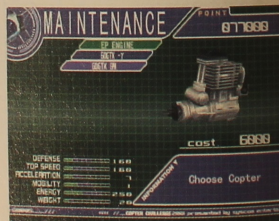
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Issue 024 / September 2002

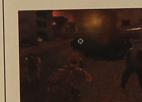
PlayStation 2



ON THE DVD
SEVEN PLAYABLE DEMOS AND TEN EXCLUSIVE VIDEOS POLE-DANCE THEIR WAY AROUND THE PS2 STAGE



PLAYABLE DEMO ONE/ TOCA RACE DRIVER
Codemasters adds a new spin to the racing genre with a story-driven car spectacular. Quaff champions here...



PLAYABLE DEMO TWO/ CONFLICT: DESERT STORM
Your chance to rewrite Gulf War history (and soldiers included).

PLAYABLE DEMO FOUR/ DOWNFORCE
One free race track is yours for the burning in Titus's arcade racer, where winning is everything.

PLAYABLE DEMO SIX/ JAK AND DAXTER: THE PRECURSOR LEGACY
We are not worthy...

PLUS/VIDEO PREVIEWS OF:

Colin McRae Rally 3, Devil May Cry 2, Timesplitters 2, Lord of the Rings: The Two Towers, The Angel of Darkness, Jurassic Park and loads more.

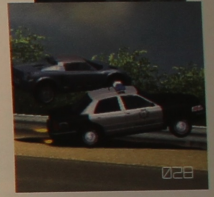
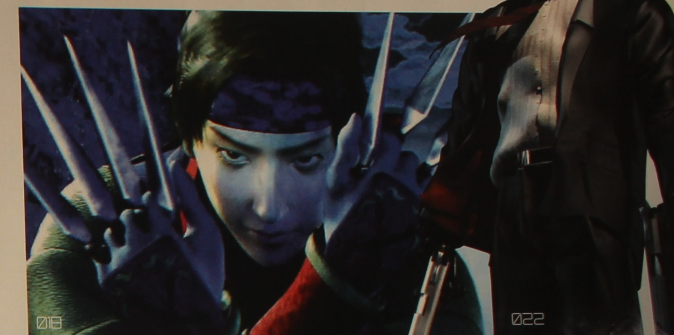
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PLAYABLE DEMO THREE/ AGGRESSIVE INLINE
Test out your moves in Acclaim's streetwise pelvis-popping inline skate sim.

PLAYABLE DEMO FIVE/ NEED FOR SPEED: HOT PURSUIT 2
20 exotic sets of wheels wrestle for road space. Traction stations!

PLAYABLE DEMO SEVEN/ WORLD RALLY CHAMPIONSHIP
Race. Cars. Fast. Don't die. Stretchers optional.



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TOCA Race Driver nearly featured the voice of Bob Hoskins. Why didn't old Bob make the cut? Let's ask the game's Producer at Codemasters, Gavin Raeburn.
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Gaming heavyweights Activision and comic book giant Marvel reveal what it took to bring the X-Men's hirsute and taloned outcast to PS2, cuticles 'n' all.
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EDITOR'S LETTER



This issue we finally get to bring you the review and playable demo of the excellent *TOCA Race Driver* from Codemasters. I say finally, because we're well aware that we promised this rare treat to you a couple of months ago. Hopefully it's worth the wait to put pedal to metal in one of the most exhilarating racing titles to grace our console, but I just thought I'd take this opportunity to give you a little insight into why game demos and reviews don't always make their appointed time slots (and why the pages in OPS2 that advertise next month's contents are always labelled 'subject to change').

Game release dates are originally drawn up by the publisher in discussion with the game's developer. Both parties have slightly different agendas; the developer wants as long as possible to make its game perfect, while the publisher needs to get the game out by a certain date to satisfy financial demands. It's easy to see where the tension occurs. Publishers will try their best to maintain the originally stated dates, but if a game ain't ready, it just ain't ready. There are thousands of potential problems that can arise within such a complex program as a videogame, and sometimes these can only be discovered at a very late hour. This was the case with *TOCA* – with the game at preview stage, Gavin Raeburn's team realised that the animation was clipping badly when the game ran at its desired pelt. It was a problem that couldn't be fixed instantly and hence the game had to be delayed two months (from June to August) so that Codemasters could deliver the top quality product expected of it.

Occasionally, these decisions have to be made right at the last minute. It's inconvenient for everyone involved, but in most cases, unavoidable. Even if a release date is only pushed back a few weeks it can cause difficulties for a monthly magazine such as OPS2. If the game's not ready, we don't get the review code and we don't get the demo. This means that we can't 100% guarantee issue contents until we actually finish each magazine! However, we work as closely as possible with publishers and developers to make sure we anticipate most release date slippages – our 'Incoming' release schedule (page 057) is still the most accurate you'll find anywhere.

EDITOR'S CHOICE

Click here for immediate PlayStation 2 gratification.

1. **TimeSplitters 2**
Four-player mode is robbing us all of daylight hours 014
2. **TOCA Race Driver**
You've played the demo, but this racer has more to offer 092
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Find cool hidden secrets in the games you already own 078
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Sam

SAM RICHARDS
Editor

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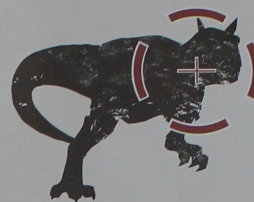
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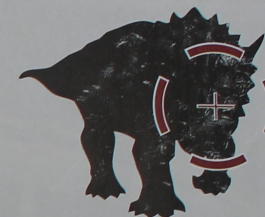
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Carnotaurus} 1:32am Saturday



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»» ON THE DVD

playable demos

Other magazines let you watch, OPS2 lets you play.



Hello. Yep, me again, back from holiday to introduce to the wonders of the OPS2 DVD once more. Whilst sunning myself in the garden during my brief respite from DVD duties, I got to thinking about just why it is that PS2 has such a stranglehold on the worldwide videogame market. The answer (IMHO) is straightforward: the breadth and depth of quality software available for the system is unmatched on any other machine. That's it. Period. And as long as that's the case, PlayStation 2 will rightly remain the market leader, and you'll continue to enjoy the best variety of top-notch games on the face of the planet.

Take a look at our disc this month for proof. For driving fans there's our exclusive playable TOCA Race Driver demo, extreme sports aficionados will delight in the trickery of Aggressive Inline and warmongers can indulge in some Gulf War strategic action courtesy of Conflict: Desert Storm. Our bulging video section includes such massive names as Tomb Raider: The Angel Of Darkness, TimesSplitters 2, Devil May Cry 2 and GT Concept. See? There's something there for gamers of virtually all persuasions.

Adrian Lawton

Deputy PlayStation Producer

PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the $\downarrow$ and $\uparrow$ keys. To choose within a section use $\leftarrow$ and $\rightarrow$. Press $\square$ to start up your choice. Please note, you may have to reset your PS2 after some demos.

»» PLAYABLE DEMO ONE

TOCA RACE DRIVER

Publisher: Codemasters/Game type: Racing sim/Out: 23 August/Players: 1 (Full game: 1-4)

THE CONTROLS
L-Stick - Steer left/right
R-Stick Up - Accelerate
R-Stick Down - Brake
 $\square$ Accelerate
 $\circ$ Brake/reverse
 $\triangle$ Handbrake
 $\diamond$ Change view
 $\leftarrow$ Look right
 $\rightarrow$ Look left
 $\downarrow$ Look behind
 $\square$ Pause game

THE GAME

With a story line straight out of Falcon Crest, Codemasters' petrol-driven soap opera puts a unique spin on the 3D driving experience, peopling its virtual pit stops with a gaggle of slightly lady mechanics, strapping male egos and fuel-injected inter-race rivalries that could out-bitch Joan Collins at 60 paces. As roadster genius Ryan McKane, you get to navigate 42 customisable cars across 13 increasingly difficult challenges whilst embroiled in a tangled web of love, honour and murder.

THE DEMO

Once loaded, you join racing rookie Ryan McKane as he buckles into a Proton Sabre GT in order to win the hotel heiress's daughter's hand. Your challenge is to complete one circuit of the famous El Morro track in under five minutes and by doing so get an invite to the hands-on light handling and shuddering action of the game. The demo is a blockbusting PS2 debut. As if that wasn't enough, you'll also get to sample some of the quality graphics and sound that the in-car ear assault courtesy of 100% from analog.



»» PLAYABLE DEMO TWO

CONFLICT: DESERT STORM

Publisher: SCI/Game type: Combat sim/Out: September/Players: 1 (Full game: 1-2)

THE CONTROLS

L-Stick - Walk forwards/backwards, strafe left/right, zoom-in
R-Stick - Look around, aim
 $\square$ Reload, action
 $\circ$ Orders
 $\triangle$ Crouch, crawl
 $\diamond$ Inventory
 $\leftarrow$ Fire
 $\rightarrow$ Assign orders
 $\downarrow$ Look behind
 $\square$ Pause game

THE GAME

Sand-blasted to the gameplaying bone, SCI's third-person battler is a lean and mean fighting machine with the game dynamics to match. Issue orders to your three specialist soldier colleagues, who provide medical, military and strategic cover, as you inveigle your way into the heart of Saddam's arid empire for a Iraq-battering showdown. Weaponry includes fragmentation and smoke grenades, rocket launchers and combat knives, with shoot-em-up or stealth-based gameplay encouraged in equal measure throughout the 15 varied missions.

THE DEMO

You get full access to the game's first mission. Air-dropped onto the Kuwait/Iraq border, this four-part mission begins with you having to rescue your captured comrade, Paul 'Eagle-Eye' Foley. First you must locate the shack he is being held in, secure the area using stealth (creeping around using a P-228 Silenced Pistol and a bowie knife) or the full frontal approach (Coit M16A2 Assault Rifle, grenades, anti-tank rocket launchers) and then lead him out to safety. After which he'll join you in battle. Then you must find some C4, take out the bridge supports and get the hell out of there. Easy!

»» PLAYABLE DEMO THREE

DOWNFORCE

Publisher: Titus/Game type: Arcade racer/Out: Now/Players: 1 (Full game: 1-2)

THE CONTROLS

L-Stick - Steer left/right
R-Stick - No function
 $\square$ Accelerate
 $\circ$ Brake
 $\triangle$ No function
 $\diamond$ Change view
 $\leftarrow$ Change up a gear
 $\rightarrow$ Change down a gear
 $\downarrow$ Look behind
 $\rightarrow$ Look sideways
 $\square$ Pause game

THE GAME

Forget regular F1. Who wants realism? We want kinetic road monsters that mash the competition. We want spectacular crashes. We want the kind of thumping soundtrack to which you can smash witless wing-riders with nary a twinge of sympathy. In short, we want Downforce, Smartdog's deliberately fender-streamed arcade road racer, a refreshingly playable spin on an increasingly generic format. With pared-down sprints to the finish line, eight locations to google at (among them Las Vegas, Toronto and Sydney) and nine opponents to wrestle with, Downforce is racing stripped to its axle - and also sports a nerve-jangling Two-player head-to-head mode. Fast, fluid and solid graphics ensure you'll stay, if only to watch your grisly demise in a gasoline-drenched fireball... Woof!

THE DEMO

You'll get to sample the pulsating action in one whole Free Race track in Singapore, whereby you'll rip through the narrow city streets in one of two, not-entirely-legally enhanced F1 cars. With your finger stuck fast to the accelerator, the aim is to navigate your way through the nine speed junkies ahead of you and take that chequered flag. But before you can do that you must learn the fine art of throwing your car around those harsh corners with wiping out in spectacular, smouldering fashion. Reset the disc when you're done.



In OPS2#021 we described this as "Formula One on steroids." We still stand by our words.

The crashes are the most spectacular element to this arcade racer from Titus.





ON THE DVD

MORE DEMOS

Platinum

Try the top PS2 titles again, now at a bargain price.



THE CONTROLS
L-Stick - Move around
R-Stick - Rotate view, zoom in/out
○ Jump
○ Punch
○ Spin attack
○ First-person view
○ Crouch, roll, assorted attacks (when used in conjunction with other buttons)
○ Crouch, roll, assorted attacks (when used in conjunction with other buttons)
○ Pause game

PLATINUM PLAYABLE DEMO ONE

JAK AND DAXTER: THE PRECURSOR LEGACY

Publisher: SCEE/Game type: Platformer
Out: Now/Players: 1

THE GAME
The game that needs no introduction. Single-handedly revolutionising the 3D platform adventure genre, *Jak And Daxter* is a gorgeously rendered, massively detailed return to gameplaying fundamentals that brought the PS2 world to its feet last year, earning a coveted Silver award in *OPS2* VOLS. A simple bid to restore your pal Daxter to his former self is the prelude to an engrossing adventure story, fleshed out like no other and played out amid the best interactive 3D environments yet to grace the PS2.

THE DEMO
Our demo offers a ten-minute free roam around the sinister-looking Misty Island. Spend your time wisely as there is much to see and do, like catching the Sculptor's Muse, finding all seven Scout Fly boxes, riding the zoomer and nailing the cannon above the Dark Eco pool. You'll need to reset your PS2 when the demo times out.



THE CONTROLS
L-Stick - Steer left/right
○ Accelerate
○ Brake
○ Handbrake
○ Change view
○ No function
○ No function
○ Gear shift up
○ Gear shift down
○ Pause game

PLATINUM PLAYABLE DEMO TWO

WORLD RALLY CHAMPIONSHIP

Publisher: SCEE/Game type: Racing sim
Out: Now/Players: 1 (Full game: 1-2)

THE GAME
A rallymeister's dream machine, Evolution Studios' WRC is cross-country jalopy-mangling at its most intense: 14 rallies spanning some 500km of terrain, from snow-clad, pine-pricked forests to precipitous mountain tracks that'd give a gazelle vertigo. Its authenticity is unquestionable - this is machine, gradient and player in perfect harmony, presuming you don't skew off the roadside and into a passing tree, that is. Gruelling and atmospheric, WRC does for rallying what *Gron Turismo* did for touring cars. And then some. For the seeker of pure, undiluted racing thrills, it's not only in a class of its own, it's having private tuition at the headmaster's house.

THE DEMO
In this mud-caked demo you get to thrash around two different Time Trial stages (El Condor in Argentina and Rezzo in Italy) in a nippy little 4WD motor. Taming your car and surviving the numerous high altitude mountain lanes is a challenge in itself, but your aim is to achieve respectable times on both tracks. You will need to reset the demo disc once you are done racing.



playable demos

PLAYABLE DEMO FOUR

NEED FOR SPEED: HOT PURSUIT 2

Publisher: EA/Game type: Arcade racer/Out: September/Players: 1 (Full game 1-2)

THE CONTROLS
L-Stick - Steer left/right
○ Accelerate
○ Brake
○ Horn
○ Change view
○ Look back
○ L-brake
○ Zone zoom
○ Zone freeze
○ Pause game
○ HUD change

THE GAME

Ferrari, Porsche, Lamborghini... just some of the names to be found among the 20 high-class motors beckoning for naughty police-evading action in this, the latest in EA's exotic supercar racing series. A honking great silver cup and an oversized Moët & Chandon bottle oozing suggestive froth may not be your goal, but the road to Champion Road Racer remains as challenging as ever. With over 60 racing events to compete in, and top speeds of 160mph, your streamlined machine must navigate traffic and avoid the fuzz if you're to snaffle the winning wreath with a twinkle in your eye rather than endure a face-full of burning metal.

THE DEMO

This tantalising five-minute teaser invites you to roar through the National Forest in a Lamborghini Diablo 6.0 VT, searching for second-shaving short cuts while attempting to evade the unwanted attention of killjoy cops. Just make sure you keep a tissue handy to wipe the speed-induced, anti-blink tears from your eyes.

PLAYABLE DEMO FIVE

AGGRESSIVE INLINE

Publisher: Acclaim/Game type: Extreme sports/Out: Now/Players: 1 (Full game 1-4)

THE CONTROLS
L-Stick - Skate left/right
○ Accelerate
○ Grabs and tricks
○ Action
○ Grind
○ Rotate
○ Fakie
○ Pause game

THE GAME

Decked out in its low-slung cargo pants, Acclaim's anti-rollercoaster statement is ranked up there with the best PS2 extreme sports sims. With five main modes, including a Park Editor, you'll be chomping at the kerb to try out the game's awesome skating arenas, where decent grabs, tricks and spins earn big points and even bigger applause. A draining but ever renewable 'Juice Meter' does away with the need for a time-limit: do good and you pump it up for extra show-off time.

THE DEMO

This demo features a full moves tutorial, plus a fully playable level (the Movie Lot). Choose your skater from a cast of three - Franky Morales, Talg Khris and the blatant knicker-flashing Britney clone Chrissy - and get shredding around those urban alleyways. Almost every object is skatable (including lamp-posts) as you unleash an impressive repertoire of ego-massaging trick moves while hassling passers-by for bite-sized terrain challenges.



Fast, frantic and fun - and that's just the demo!



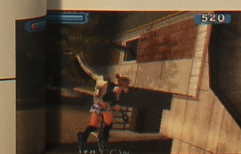
Read how the game's progressing on page 028.



This boardless skatefest got 8/10 in *OPS2* F023.



Fall over with Chrissy and you can see her pants...

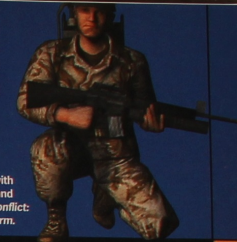


Talk to us!

» Comments and queries about this DVD should go to me, Adrian, at ps2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.
» If you have problems with your DVD, pop it in an envelope and send it to the following address. We'll test it and, if faulty, send you a new DVD. We're at: Official PlayStation 2 Magazine, Disc Returns, Customer Services, Future Publishing, Cary Court, Bancombe Road Industrial Estate, Somerset, Somerset TA11 0TB.

*Remember, this DVD-ROM will only work on a PS2.

Play war with real guns and tanks in *Conflict: Desert Storm*.



video previews

A glimpse of PS2 future..



VIDEO ONE

COLIN MCRAE RALLY 3

Publisher: Codemasters

A visual orgy of twisted metal and sprayed grit that shows you exactly why the Flying Scotsman is hotly tipped to take the much-contested videogame rally crown

when his Focus slams into the PS2 this September. Hang on to your breakfast, things are about to get a little bumpy in this impressive taster.

VIDEO TWO

DEVIL MAY CRY 2

Publisher: Capcom

Dante is back and this time he's been let loose around town with a revised swagger and a wealth of incredible new combat techniques - including an inverted airwalk!

Marvel at his moves, lick your lips at the prospect of slicing through the new breed of demonic adversaries and meet his new karate-kicking love interest.



VIDEO THREE

TIMESPLITTERS 2

Publisher: Edios

Bigger, better, faster! Is the simplest way to describe TS2 and you'll have to agree once you feast your eyes on this explosive, heart-pounding burst of fragging action.

New levels, new weapons and all-new time zones pay host to some of the most frantic first-person action yet seen on PS2. Read the full playtest preview on page 014.

VIDEO FOUR

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

Publisher: Edios

Five games down and Lara can still make the hairs on our neck stand rigidly to attention. The rekindled love affair starts

right here as the iconic game girl leads us through a real quality cinematic and shows off a few new tricks.



VIDEO FIVE

GT TOKYO-TOKYO 2002 TOKYO-GENEVA

Publisher: SCE

A frantic burst of track-tearing action that showcases many of the highly desirable new one-off conceptual cars that you'll never get to own in real life - no matter how loaded you are.

VIDEO SIX

JURASSIC PARK

Publisher: Universal Interactive

It's the game we've been craving since Spielberg first went prehistoric - Jurassic Park Design and construct your own dino theme park and then protect the punters when the star attractions inevitably run amok. Check out the monster madness for yourselves!

VIDEO SEVEN

BATTLE ENGINE AQUILA

Publisher: Infogrames

This showcase reveals exactly why a lowly dock worker has been entrusted with the protection of mankind with the most devastating weapon known to man. Admire the alien-annihilating action and FMV that looks like it's been lifted from a Linkin Park video.



VIDEO EIGHT

GUMBALL RALLY 3000

Publisher: SCI

Connoisseur! Run-inspired racing that flicks two fingers firmly in the face of the law. Ease yourself into the passenger seat for a head-spinning treat of what the game has in store and get into gear for Europe's premier white knuckle ride!

VIDEO NINE

REIGN OF FIRE

Publisher: B&W Entertainment

Watch the skilled As depicted by the forthcoming blockbuster movie, the world is about to be invaded by fire-breathing winged dragons and this tie-in game hands you the weaponry needed to send them flapping back to Hades.

VIDEO TEN

CONFLICT: DESERT STORM

Publisher: SCI

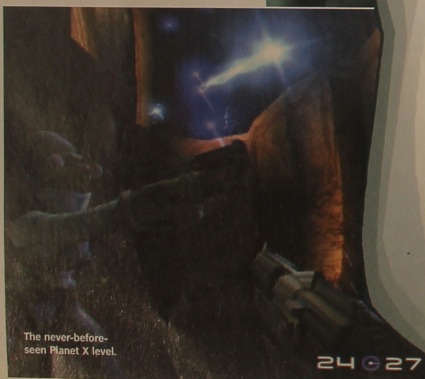
A montage of war-ravaged cinematics and in-game action that showcases what treats await behind the distant sand dunes not reached in the playable demo. You'll also get to meet each trained killing machine that comprises your squad. Full review on page 098.

PREVIEW CONTENTS

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Free Rad's superlative FPS sequel revealed. Place cup under chin. Open mouth. Drod...
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Go shopping for fisticuff favours in Capcom's sumptuous Oriental action game.
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A slippers 'n' Horlicks Number 47 is called back to unravel more Mafia machinations.
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Carpenter's visceral sci-fi gloopfest inspires jitters and dark-lit sickly terror on your PS2.
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Six-time world champ Kelly Slater sprinkles his tube-riding charms on Activision's sim.
- 28 Need For Speed: Hot Pursuit 2**
Cops and reckless street racers in perfect disharmony, courtesy of Electronic Arts.
- 30 Turco: Evolution**
Kill hordes of slaying Jurassic types in Acclaim's riotous, dino-obliterating FPS.
- 31 Blade II**
Activision's claret-drenched undead buster looks set to be a battle-em-up like no other.
- 32 Rally Fusion: The Race Of Champions**
More four-wheel, cross-country shenanigans.
- 33 UFC Throwdown**
Respectable gentlemen roll up shirt-sleeves and attempt to mash their rivals' faces in.



Taking mutants out with crossbow bolts is just one of the pleasurable pastimes offered by TS2.



PREVIEW

TIMESPLITTERS 2

WORDS: GEORGE WALTER



Free Radical Design has taken a pioneering FPS and turned it into a religious experience. Prepare to be converted.

Publisher: Eidos
Developer: Free Radical Design
Players: 1-4 (more via LAN or iLink)
Release: October

There aren't many games scheduled for release in the next few months that are getting us as monumentally excited as *TimeSplitters 2*. After playing the first two multi-player levels in May we were reminded how much we needed to have the *Splitters* back in our lives. It seemed like a long wait before Eidos came to us with a work-in-progress version of the game with new levels, characters and deathmatch modes. Now we've seen a lot more *Splitters 2*. Is it good? What the hell do you think?

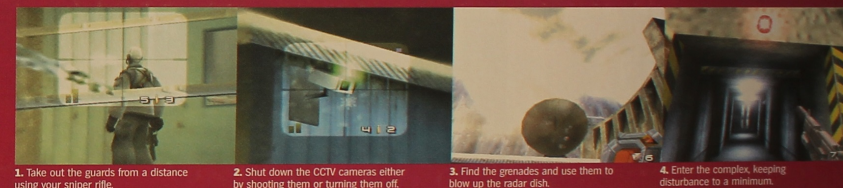
Cast your mind back for a moment to the original *TimeSplitters*. The single most brilliant launch title in terms of showcasing just what the fledgling console was capable of – and the most hilariously frantic multiplayer experience you could lay your hands on. *SPS2* is ashamed to admit we actually stayed in work to play *TimeSplitters*. And remember those times when you couldn't find the mag in the shops on the day it was supposed to come out? That was because we were too busy playing *Splitters*.

Technically speaking, it proved that Free Radical Design had seen the potential in the PS2 chip set and grasped it with both hands. Most notably, the game ran faster than real life, even when there seemed to be a million things happening on screen at once. Maps were cleverly designed, and characters had a stylish half-cartoon, half-real look which made them stand out from other games of its type. The inspired 'Quantum Leap' with guns' time-travel story also enabled levels to span different eras, with weapons ranging from the semi-comic blunderbusses of the 18th Century to the laser cannons of the 23rd. And at a time when more famous FPS titles were having problems with jerky movement and last-generation graphics, *TimeSplitters* was a breath of cordite-filled air.

Playing *TimeSplitters 2* is definitely something of an epiphany – but then there's no point expecting anything less from Free Radical. Every last element that made the first game

STAYING STEALTHY

TimeSplitters 2 encourages you to use stealth without realising it – take the Siberian Dam level, for example. Try to access the complex without watching your back and you'll alert more guards, which in turn hinders your progress.



1. Take out the guards from a distance using your sniper rifle.

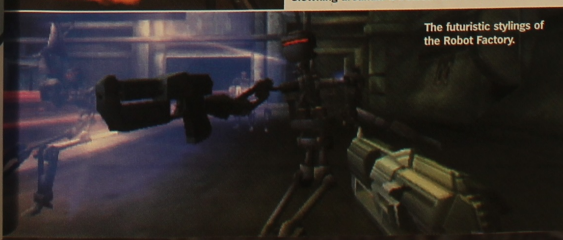
2. Shut down the CCTV cameras either by shooting them or turning them off.

3. Find the grenades and use them to blow up the radar dish.

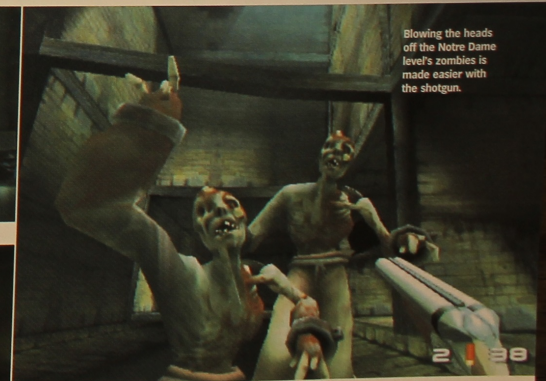
4. Enter the complex, keeping disturbance to a minimum.



Clowning around... a freakish unlockable character.



The futuristic stylings of the Robot Factory.



Blowing the heads off the Notre Dame level's zombies is made easier with the shotgun.



DESTROY YOUR ENVIRONMENT

In addition to the main objectives, sub-missions are revealed during the course of play, dependent on what skill setting you've opted for. These range from destroying evidence in filing cabinets with timed mines to saving ludicrously busy maidens from fires and shackles, or sabotaging a mobster's

KILLER SOUNDTRACK

Of course, actually playing *TimeSplitters 2* already borders on the sublime. Feelings of E-number induced childlike

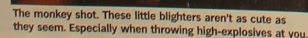
And, finally, we come to the monkeys. Much has already been said about Free Rad including the perennially popular simians in *Split/ters* 2. It'll probably shock the RSPCA to hear that the game features animals. Animals you can shoot. Like bears and, yes, cute 'little fella' monkeys. But don't worry. We certainly don't condone the shooting of chimps with flaming crossbow bolts. We never did it. Honest. □

ON TARGET?
TIMESPLITTERS 2

HUMOUR Free Rad proves that mindless killing can make you laugh.	ORIGINALITY Unusual for a sequel but there's so much new here it earns it.
--	--

It goes without saying that *TimeSplitters 2*'s multiplayer levels are still out of this world. Now there are even more styles of play, aside from the classic all-against-all deathmatch. Weapon sets are still customisable, as are bots, while maps are perfectly designed for maximum carnage. Although only two were entirely complete in the version we played – a Training level and a Mexican Wild West level – we also saw a Nightclub level, a Circus level and Neo-Tokyo level. And was that the notorious 'Building Site' stage from the original *TimeSplitters* we saw lurking at the bottom of the list? The prospect of iLink and LAN play is also enticing – full details of *TS2*'s network play capabilities with the review next issue.

The welcome return of the sci-fi autorifle.



You could have just shot them. But it's far more fun to blow them up.

Screenshots can't do justice to the quality of the explosions.

CARDBOARD CUT OUT

Challenge levels provide you with tasks to complete in a set time, and new characters and other goodies are unlocked if you succeed. One of our favourites so far is Fall Out.



1. The challenge is set... advance through the Chicago level without shooting any of the pop up card targets with ladies on.

2. Points are awarded for hitting the correct targets. That's a man with a gun not a lady - so shoot him for Chrissakes!

3. As you can see, it's pretty tough. But you do want to unlock that playable monkey character, don't you?

4. Success! The bronze is ours. A bit more practice and that elusive gold will in the cabinet too. Now to try another level...

Okay, who changed the settings to 'all-girl bots' You filthy lech.

The Circus multiplayer level. Very in-tents.

Even the snooker balls on the table will bounce around if you shoot at them.

PREVIEW ONIMUSHA 2: SAMURAI'S DESTINY

WORDS: PAUL FITZPATRICK

ONIMUSHA 2: SAMURAI'S DESTINY

Retail therapy and hacking demons to death. There's something for everyone in Capcom's *Onimusha 2*.

Publisher: Capcom Eurosoft
Developer: Capcom
Players: 1
Release: 4 October

Remember *Onimusha*? The Japanese certainly do. Capcom's first stab at medieval-flavoured, action-orientated survival horror was adored by critics and gamers alike in its own backyard – although pick-up in the West was a little less impressive. It's not that we disliked the demon-skewering adventures of Somanosuke the samurai. Far from it. The recent Platinum re-release is testament to how popular the game was. It's just that shortly after *Onimusha*'s debut, along came its flashier Capcom cousin *Devil May Cry*, complete with Nick-Rhodes-as-Antichrist-hero in the devilish Dante. Suddenly, despite all its eerie charms and slick inventiveness, *Onimusha* just didn't seem as, well, sexy as the new arrival. And, let's face it, any game that takes 16th Century Japanese history as its inspiration isn't doing itself any favours when it comes to exuding 'x' factor for a kick-off.

Well, 'sexy' be damned. What's past is back – and, not unlike the first game's evil linchpin/archery pin-cushion Lord Nobunaga, the franchise is rising again, intent on enslaving the world. And if you think that's melodramatic, you should see the cut-scenes.

SINS OF THE FATHERS

In many ways, *Onimusha 2* is very much its father's son, although mercifully not in the 'inherited bald spot, paunch, knock knees, squat and/or club foot' kind of way. Without exception, the elements that made *Onimusha* so enjoyable are wisely returning to fight another day (albeit against the same arch nemesis). The gorgeous and atmospheric environments are all present and correct, except this time they're even more breathtaking than before – when you save a game purely to bookmark an achingly beautiful beach scene, you have to concede you're in the presence of something special. But it's not just the rich and seductive backgrounds that impress second time around. *Onimusha 2* also boasts a

much larger population of incidental characters going about their business, all of whom help to give the game a much bigger feel. And that includes bit-parts like the resident Imasho Inn moggie and the occasional frog in the undergrowth.

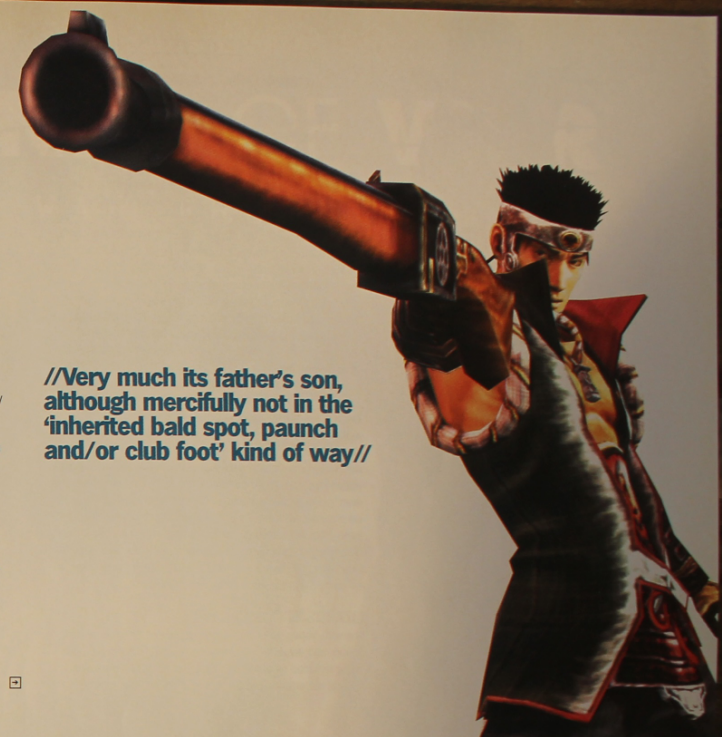
Also returning in *Onimusha 2* is the blade-swinging hero's ability to absorb the souls of defeated demons to enhance vitality, weaponry and special attacks. In addition, a new trio of charged attacks and counter-attacks has been introduced, alongside 'purple souls', which can transform you into an unstoppable supercharged warrior. Think Dante's Devil mode in *DMC* – and woe betide any nasties who get in your way when that happens. This is berserk mode with a capital 'B'.

What else is the same? Well, once more the game's action is dressed with a gleefully earnest tale of revenge, pride, casual chauvinism and demonic overacting. The hero himself may be different this time around (Jubei Yagyu's likeness is now based on the boat race of Japan's James Dean, Yusaka Matsuda) and the nature of his ogre affiliation tweaked, but the core gameplay remains intact. Kill demons, absorb their souls to develop your character, solve puzzles, evade traps and slash your way into Nobunaga's heart of darkness, all the while fuelled by righteous revenge. Oh, and did we forget to mention that the game begins with Jubei returning to his village during the mother of all rainstorms to find it raised to the ground by the demon hordes? Motivation sorted. Job done.

For fans of the first game, this alone would be reason enough to start attacking the piggy bank with morning stars in anticipation. But *Onimusha 2* isn't content to rest on its laurels. Oh no. *Onimusha 2* wants you to go shopping.

JAPANESE CHARACTERS

Don't panic, it's better than it sounds. Alongside Jubei, the game's main hero, there are now four characters with whom you can interact: Oyu, a fencer with Western armour that doesn't quite protect her ample cleavage, oddly enough;



//Very much its father's son, although mercifully not in the 'inherited bald spot, paunch and/or club foot' kind of way//

SHOP TILL YOU CHOP

At face value, *Onimusha 2*'s 'gift' feature may seem like a cosmetic distraction from the main business of slashing, hacking and generally dismembering Lord Nobunaga's assorted hellspawn. But it's actually an integral part of play.

SHOP ITEMS

Egg	50
Grilled Fish	100
Eel	50
Yakult	300
Candy Shop	300
Marmite (candy)	300
Hot Pot	200
History Book vol.5	100
Blue Pearl	500
Warrior Power	500
GOLD:	1450

1. First stop, the Imasho general store. Now what's it going to be? Tasty egg? Some lovely fish? Maybe a nice blue parrot? Nah, let's get the magnetic compass.

2. Now off to the Inn for some serious gift-giving. Oyu, Ekel, Kotaro and Magochi are all here. So who's your best friend in the whole wide world?

3. It's roly-poly Ekel! But does he like your offer of a nice Spanish compass? Yes, he does – look at that big ol' smile! Now what's the nice monk fella going to give you in return?

4. Erm, well, thanks for that. Not sure how a magic box will come in handy. Still, if you give it to Oyu, she might cough up something useful in return. Even better, next time you're in trouble, Ekel will possibly give you a helping hand to say thanks for the compass. Now where's the lovely Oyu?



The world design in *Onimusha* was superb – but, amazingly, what the designers have come up with in *Onimusha 2* is even better.

Jubei Yagyu is the main playable character, but you get the chance to play as others, too.



SOUL TRAIN

If you're planning on giving arch nemesis Lord Nobunaga a good pasting as Jubei, you're going to have to start hoovering up the souls of your defeated enemies. Different colour souls have different effects...



1. RED SOULS

These enhance the power of gems and ogre gauntlets. Which is a good thing. In the world of *Onimusha*, ogres are your allies and the ones who've given you the power to absorb souls in the first place.

2. BLUE SOULS

These feed straight into your Ogre Power meter. Once you've gorged on enough blue souls, you can unleash devastating magic attacks with your weapons. Rather handy when the ghouls come a-knockin'.

3. YELLOW SOULS

Yellow souls feed your vitality, and in the heat of battle can mean the difference between life and limb, and a limbless death. Gather up every last one and you can bolster your constitution admirably.

4. PURPLE SOULS

New for *Onimusha 2*! Collect five of these relatively rare souls and you'll be instantly transformed into a glowing, supercharged *Onimusha* warrior. It doesn't last long, mind, so get slicing and dicing.

5. DOVER SOLES

Lightly grilled, these go wonderfully with new potatoes, green beans and a dry white wine. And you know this last example couldn't be a whole lot worse.



As you play, you're given artwork like this that you can collect and put into a separate artwork folder.



PREVIEW ONIMUSHA 2: SAMURAI'S DESTINY

□ Ekei, a jolly (read 'fat') monk who loves wine, women, snacks and spearfighting; Magoichi, the impossibly unflappable leader of a gun troop; and Kotaro, an impetuous young Ninja who's as dangerous as he is worryingly pretty. You can always find these four at the game's central location, the bustling mining town of Imasho. A town which, incidentally, has a store selling all sorts of items, from boiled eggs and parrots to weapons and armour specifically designed for this quartet of characters. A separate 'gift' section of the inventory contains these otherwise inert items, and giving these to your fellow travellers has both an immediate and far-reaching effect on gameplay. For each gift given, you receive an item in return. It could be a useful item, such as medicine, or just another gift – a piece of artwork, say.

However, the type of gift and your choice of recipient then dictates which of the four characters will later come to your aid in battle and provide information. It also shapes which other characters you'll play as during the brief episodes you step out of Jubel's sandals. It's a system that not only adds a string to Onimusha 2's gameplay bow, but also promises to swell its replay value admirably. With shamefully predictable intentions, we spent a lot of time and money showering the winsome Oyu with trinkets, armour, magic rings and the like. As a result, she popped up throughout our game, lending a hand in battle and even taking on playable status during a sub-mission. Perhaps we should have spent more time courting the hyper-cool, gun-toting Magoichi instead... Still that's what promises to be the joy of Onimusha 2: replaying with different alliances and, Capcom informs us, different betrayals. So be warned, a gift that keeps on giving may dish out pain as well as pleasure.

LIZARDS IN CONICAL HATS

The wide variety of monsters that populated Onimusha with venom and delivered various kinds of speedy death are also being replaced by a new generation of undead horrors. The conical hat wearing zombie foot soldiers are now hissing,

slavering lizards (in conical hats) for instance. Further rank fillers include deadly china doll marionettes, steam-powered, projectile-firing robots and half-mechanism, half-organic helicopter bugs. And, of course, Jubel's got to defeat a slew of boss demons. The fiendishly imaginative design behind these infernal adversaries is an obvious example of the effort being poured into the latest Onimusha experience.

So is the game shaping up to be one big bundle of good news? From the evidence of the early PAL code we played, the answer is a resounding yes. No doubt, there'll be some who think the 'fade-to-black, quick load' transitions between rooms is no longer acceptable, or that there's still too much of the Resident Evil series clinging to Onimusha 2's overall design. But focus on that and you risk missing the point.

Capcom's blatant adherence to its own survival horror trappings – fixed camera angles, medicinal herbs and winking lights that hint at useful objects – demonstrates its confidence in the game's heritage. These elements work, they work well and, for now at least, there's no reason for them to change. Oh, and Jubel Yagyu could kick Dante's ass any day of the week. And twice on Sunday. □

ON TARGET? ONIMUSHA 2: SAMURAI'S DESTINY

Gorgeous to look at, atmospheric, fun and with oodles more depth than its predecessor, Onimusha 2 is shaping up to be a fine game.



BIG MONSTERS
Fantastic demon hordes, half-organic horrors, and more!

COOL WATER
Screenshots don't do it justice, but this is beautiful H₂O.

FEUDAL HUNKAGE
Our Lou swoons every time Jubel comes on screen.

STYLE BEFORE CONTENT

Onimusha's crowning glory was its fabulously realised intro movie. Indeed, it was so impressive, Sony held it up as a shining example of the PS2's immense power during the console's launch in Japan. Well, Capcom has gone one better with Onimusha 2, creating both an ultra-realistic prelude to the game's story and a stylised introduction to the game's main characters, modelled on ancient Japanese art. It's absolutely gorgeous and something every self-respecting PS2 owner should take a look at.



Okay. This one's easy. He's a demon. Or that nice Buster Bloodvessel man.

As you can tell from that raised spear, this young mother doesn't have too big a role in the game.

Meet Kotaro, spunky young Ninja and Vice-President of the Tokyo branch of the X-Men Fan Club.

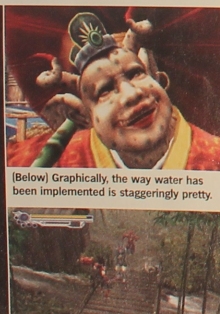
And here's über marksman and cool-as-a-fridge-full-of-cucumber-Magnus man about town Magoichi. And gun.

A big hello to Oyu! She's a Western fencing expert and – oh, what's the point? You're not listening...

As for this young fella, who knows? But he's rendered very nicely. Cheers.



What you're looking at is a magic attack.



(Below) Graphically, the way water has been implemented is staggeringly pretty.



Jubel gets busy with his magic prong.

WORLD WAR II PRISONER OF WAR™

WIN THE WAR FROM WITHIN

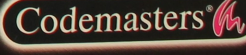


SHOT DOWN BEHIND ENEMY LINES AND IMPRISONED, YOU THOUGHT YOUR MISSION WAS OVER, BUT YOUR BATTLE IS REALLY JUST BEGINNING.

As you study the camp's routine, you quickly realise that there's more to this than simply your own survival. In this intense 3rd-person action adventure, you must think your way out of trouble, using your cunning, wits and skill to scheme through your missions and figure out a strategy to defeat the Axis masterplan...



PlayStation 2



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PREVIEW HITMAN 2: SILENT ASSASSIN

HITMAN 2: SILENT ASSASSIN

Bald, barcoded and back with a vengeance. But will Number 47 be Number One with a bullet?

Publisher: Eidos
Developer: Io Interactive
Players: 1
Release: September

CHANGE OF CLOTHES

How do you wander around a fortress or look an enemy in the eye without being detected? Simple. Rob the dead.



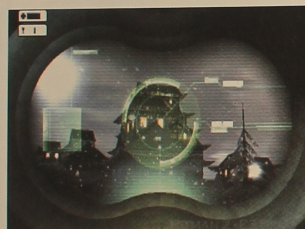
1. Once your enemy is dispatched, choose the Change Clothes option to steal the corpse's outfit. Think carefully about your disguise. You'll get further as a guard than as a civilian.



2. Now simply hide the boxer-short clad body somewhere his colleagues won't find him and go about business as usual.



3. Be careful not to act out of character or you'll arouse suspicion. Remember: the less mess you make, the higher your score will be.



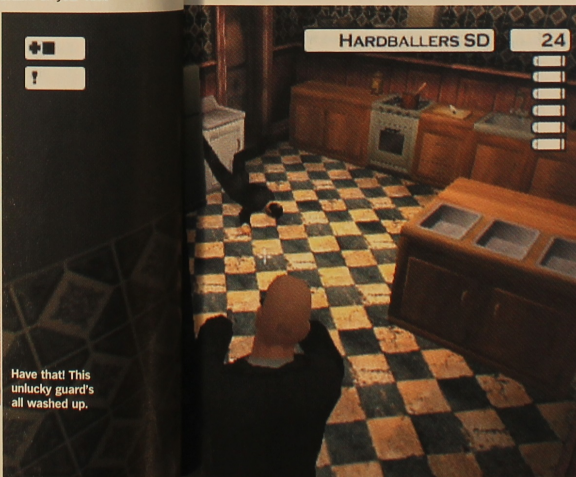
It's always best to do your homework. Especially when you're storming a heavily guarded mountain lair.



Stoath is all well and good, but the sniper rifle enables you to kill quickly, efficiently and avoid bloodstains on your vest.



"Sorry to cut you short, but I'm dead, busy. Cheers, thanks."



Have that! This unlucky guard's all washed up.

Coming out of retirement can't be much fun at the best of times. But when someone kidnaps your best mate, Father Vittorio, dragging you reluctantly back into the world of international contract killing, heads are likely roll. Literally. To make matters worse, you're still a slaphead and no-one's bothered to give you a better name than '47' since you last held a gun while stalking the PC chipboards.

Hitman 2 certainly hasn't been in any rush to emerge from the shadows, but from playing early preview code, OPS2 can see why. Years on from the PC original, we rejoice the reformed Agent 47 who's now a gardener in a quiet Italian monastery. It isn't long however before his search for the kidnapped Father leads to a little claret on the carpet. First stop on this murderous mystery tour is the mansion fort of the local Mafia boss, where we get a glimpse of how Io Interactive has revamped Hitman's mission-levels. This time your instructions are simple: he's over there, the area's teeming with extremely intelligent guards – get in and take him out.

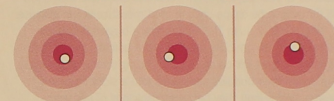
The choice between storming around with guns blazing, or taking a subtle approach is entirely yours. As is the option to play from a first- or third-person viewpoint, though which is better is a matter of preference. With this preview code, there were plenty of guns to choose from, but in the final version we're assured that you'll have to master stealth and other killing tricks before you get to play with the deadlier weaponry. With no health packs or body armour to his name, Number 47 gets as good as he gives. Saunter into a room of guards with nothing but a smile and you won't get out alive. There's a sense of intrigue to Hitman's latest adventure, with options that include impersonating your victims (see Change Of Clothes), accessing advanced armaments or smuggling guns into hostile areas. You'll have to sneak your weapons into guarded buildings via grocery boxes; just don't forget which basket you left them in as a baguette is a poor substitute for a Beretta.

Your weapons cache builds up as you collect pieces in-level, so it's also worth saving ammo, even for guns you haven't snapped up yet, just in case. Mind you, anything from a shot of a sniper rifle to a five-iron on the back of the cranium will produce the desired effect. Clamber over the bodies of guards to your target or sneak in via the rear entrance. Either way is fine. Indeed, the best thing about Hitman 2 so far is that there are many different ways to fulfil your objectives. Gameplay is as flexible as you want it to be.

The levels we played were large, realistic, sumptuous and ran in real-time, so be prepared for long walks through a variety of locations and climates. It might sound boring, but on the contrary, it helps crank up the tension, and any frustration is more than compensated for when the hot lead starts flying. Inevitably, there are a few glitches still to be worked out (some controls and camera angles need fine-tuning, for instance) but splataphiles will be pleased to hear that Io Interactive is promising more blood. With such an array of weaponry and the potential for a wide variety of missions, Hitman 2 is shaping up for fans of both first- and third-person shooters – and gamers who require just a dash of strategy amidst the carnage. □

ON TARGET? HITMAN 2: SILENT ASSASSIN

A little way to go just yet, but this promises to be an adaptable and action-packed shooter. It seems bald men really are more vile...



GAMEPLAY
Adopt a softly-softly or mental-as-anything approach. S'up to you!

FIREPOWER
Garrotte, beat, stab, maim, blast, tease... The choice is yours.

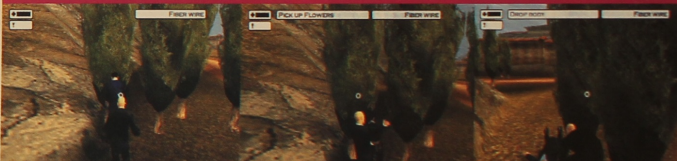
LEVELS
So far, it's looking big, and beautiful. Great details to savour, too.

//Don't forget which basket you hide your guns in: a baguette is a poor substitute for a Beretta//



HEALTH, STEALTH AND HAPPINESS

Gun-toting lunatic or the strong, silent type? The choice is yours in Hitman 2. Take them by surprise if you fancy the easy life...



1. Wait until your victim (in this case, the hapless postel) is unaware. But be careful – he can turn at any moment if he hears you creeping up behind him. Tap [E] to enter Stealth Mode.

2. Choose your weapon. While the anaesthetic or combat knife will put him down without much fuss, the noiseless and effective fibre-wire is the assassin's best friend. That's what we call a quiet job.

3. He's chopped liver: Now be careful to hide the body. Otherwise roving guards will stumble upon the cadaver, and then the brown stuff will surely hit the fan. Your fan.



Environments like this church show off just how much detail has gone into the game's development.



The postman makes a surprise delivery. Yikes.

PREVIEW THE THING

THE THING

Is that shape-shifting alien DNA in your blood or are you just pleased to see me? We'll take that inhuman roar as a no, then...

Publisher: Universal Interactive
Developer: Computer Artworks
Players: 1
Release: September

Norris's head is still mouthing a silent scream as it parts company with his body. Landing with a nauseating thud, it sprouts skeletal legs and scuttles across the floor. The rest of the survivors are too shell-shocked to speak, so it's left for Palmer to voice what everyone in the terrified audience is already thinking, "You gotta be fucking kidding me!"

Back in 1982, John Carpenter was at the height of his stomach-churning powers and, with a little help from special effects wunderkind Rob Bottin, unleashed the scarier movie monster this side of HR Giger's phallic face-muncher. Two decades later, someone at Universal Interactive has finally cottoned on to the fact that, hey, roasting shape-shifting aliens with a flame-thrower makes for a pretty good game.

Developed by UK-based Computer Artworks, *The Thing* picks up a few months after events shown in the movie, with a rescue team sent in to investigate the disappearance of research scientists stationed at an isolated Antarctic base. Although a typical blend of action, exploration and rudimentary puzzle-solving, *The Thing* raises itself above standard survival fare by adding squad-based play and resource-management to the mix. You're the leader of one four-man rescue team (the other having, inevitably, already managed to get itself lost) and issue orders via a simple interface. Don't bother getting too attached to your boys, though – chances are, more than a few will turn out to be shape-shifting alien monstrosities in disguise.

Which brings us to *The Thing*'s single biggest innovation: the trust/fear dynamic. As the nightmare unfolds, friendly non-player characters will come closer to losing their marbles every time one of their buddies transforms into a sickening alien eyesore. Before long, they become suspicious of everyone, and in this state they're worse than useless. You can monitor a team-mate's morale by using the squad menu – or by watching their behaviour. Basically, if someone's retching their guts up

and whimpering like a *Pop Idol* reject, chances are they're not handling things too well.

You can win back their trust in a number of ways, from killing monsters in plain view to dishing out items. Giving a dribbling paranoid wreck a loaded assault rifle strikes us as ill-advised, but nonetheless the system is an integral part of the gameplay and offers a genuinely fresh spin on an otherwise tired genre. Arguably the most intriguing demonstration of its potency occurs during a section that pays homage to the movie's infamous blood test scene. Suffice to say, it looks like the game's 20 levels are going to include enough twists to keep even the most jaded action game aficionados on their toes.

Good use is made of the Dual Shock 2's rumble function to simulate a palpitating heartbeat, while a howling Antarctic wind also adds plenty of atmosphere. That said, the menu system isn't that intuitive, and, despite the inclusion of a first-person perspective for aiming, the controls during combat can feel chaotic. The transformation effects and alien models don't instill the same sense of terror as their cinematic counterparts, either. Play it in the dark and it could be a different story, though. *The Thing* will be invading Earth this September. Until then, why don't we just wait here for a while? See what happens. ☐

ON TARGET? THE THING

Will *The Thing* take over the world or should it be left in natural cold storage for another millennium? There's only one way to find out.



FEAR
Genuinely unnerving – even when grunts soil their undies in terror.



GRAPHICS
Great flame-thrower effects, but less-than-terrifying aliens.



SOUND
Decent voice-acting and some genuinely eerie sound effects.

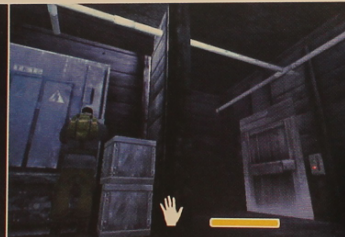
//If someone's whimpering like a *Pop Idol* reject, chances are they're not handling things too well//

MAN IS THE WARTEST PLACE TO HIDE

Something sinister and deadly has been defrosted – and, no, it's not that packet of fish fingers you forgot about last month...



The game includes an auto-aim element, which makes targeting these little critters slightly easier.



Keep the Action button held down for a set period of time to activate machinery and doors.



Overkill: Most of the larger monsters need to be both shot and burned.



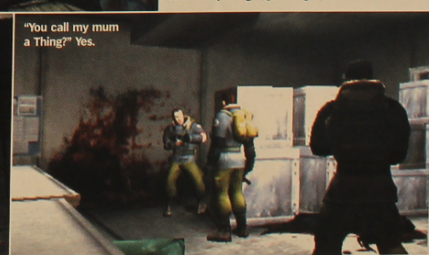
Fire in the hole! Fun with high explosives.



It slowly began to dawn on Blake that the other chaps might, just might, be infected.



"Look out, man! It's on the ceiling!"



"You call my mum a Thing?" Yes.

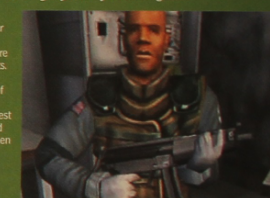
TRUST NO ONE

Your highly-trained team comprises three different troop types – but if they start looking at you funny it's toasting time.

SOLDIERS
With itchy trigger fingers and big mouths, these are your basic grunts. Comfortable using all kinds of weaponry, they also react quickest when confronted by shambling alien abominations.

MEDICS
Keeping the quack alive is crucial, because he can heal you, and the rest of the team, without using up valuable health packs. Equip the doc with a sidearm and he's happy to pitch in with the alien-barbecuing as well.

ENGINEERS
Capable of mending just about any type of machinery. Engineers are essential members of the squad. Without one of these lads on-side, you won't stand a chance against the game's more complex puzzles.



KELLY SLATER'S PRO SURFER

WORDS: MARK WATTT

If one man can change the way we view videogame surfing, it's the close-cropped champ, Kelly Slater.

Publisher: Activision
Developer: Treyarch
Players: 1-2
Release: September



PREVIEW KELLY SLATER'S PRO SURFER

Surfing gets a pretty raw deal, really. Consider, if you will, Point Break, the Old Spice advert and Sean Pertwee in Blue Juice... It's also traditionally one of the hardest sports to bring to life as a videogame. So having one of the globe's most respected board riders and a six-time world champion endorsing a game can only be a good thing. His 'acting' stint on *Baywatch* aside, you couldn't think of a better man to champion the sport on PS2 than Kelly Slater.

From the opening frames, you can already see a shift in emphasis from previous extreme sports titles. It's a relaxed and thoughtful outing, with Slater himself mumbling something about how great surfing is all over it. Then it's off to Kelly's boat, where our adventures begin. The cabin interface is cute, providing access to different riders, boards and breaks. Game modes at this stage include Career, Freesurf and Multiplayer. Make your choice, wax whatever you feel needs waxing, and head for the ocean. The water itself is fantastically smooth and there's a genuine sense of foreboding and excitement as the shadow of a huge wave looms.

Now the tricky bit: the gameplay. Bringing everything together has been a sticking point for surf games in the past. Fortunately, there's no paddling around after waves here. One pops up conveniently behind you every time you start, which means once you've wiped out it won't be long before you're up and carving again. No frustration, then, but little in terms of exploration and wave selection so far. Once up, it's a matter of learning and combining different air and grab combos – and there are loads to perfect. The array of in-tube tricks, based on a balance bar (think grinding in *Tony Hawk's*), are refreshing and add a whole new dimension to the

game's longevity. And while there's a good deal of button-mashing action to be had in the air, you'll soon realise that landing tricks cleanly and combining the right components will increase your score dramatically.

Different career challenges so far include accumulating points from photographs, an Icon Challenge (you must complete drop-down *Tetris*-style challenges before too many stack up) and the usual point-accumulation benchmarks. Multiplayer also demonstrates some cross-title promotion in this, the latest extreme sports game for Activision's 02 range. Debuted in last year's *Shaun Palmer's Pro Snowboarder*, the two-player Push mode takes advantage of the fact that both players are on the same TV screen – perform better tricks and you nab a bigger portion of the display until your opponent has nowhere left to go. Sweet.

Pro Surfer is currently what we'd expect from a quality surfing game from the publisher of *Tony Hawk's* – good looks, 30 levels, a few pleasant surprises, over 13 surf spots, nine pro surfers and a whole host of other goodies. Surf's fully up next month. ☐

ON TARGET? KELLY SLATER'S PRO SURFER

If surfing is all about waiting for the perfect wave, this could be the videogaming equivalent. Are you prepared for the ride?



GRAPHICS
Sweet animation and super-realistic water. Cool just to watch.



CHALLENGES
Thankfully sticks to tricks rather than loony eco-missions.



EXTREME?
At last, action over aggression – and no backward caps!

WISH YOU WERE HERE?

The final game promises a host of locations, from glacier beaches to the more gentler climes of northern Europe. Here is just a sample of the sun-drenched locations you'll never be able to afford to visit for real.



SURFIN' SAFARI

The world's quite literally your oyster and exotic sports action is just a click away.

KIRRA POINT, AUSTRALIA

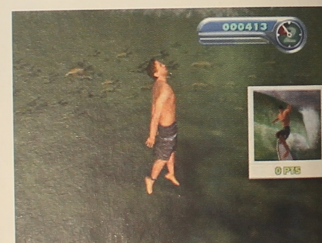
A beautiful sunset shouldn't take your mind off the fact that the fish will be picking you out of the coral if you stuff it up.

BELL'S BEACH, AUSTRALIA

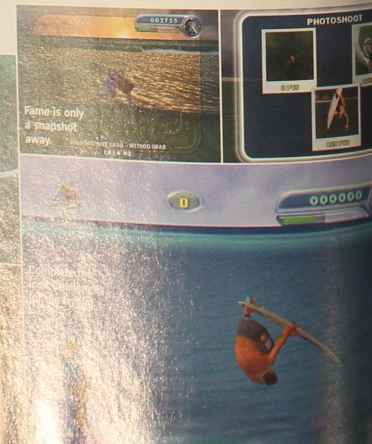
The land down under has its fair share of monster surf, but on a moonlit night it's always downright pretty.

PIPELINE, HAWAII

The biggest surf so far with blue water and sunny skies. It makes you feel sorry for those office-bound salarymen, doesn't it?



You're in the drink now, but at least the photographer caught your wipeout on camera. Dam, dude. Etc.



PlayStation.2



PREVIEW NEED FOR SPEED: HOT PURSUIT 2

NEED FOR SPEED: HOT PURSUIT 2



Real cars going real fast. Break the law or take it into your own hands with this heavy dose of turbo-charged tomfoolery.

Publisher: EA
Developer: EA Canada
Players: 1-2
Release: September

AND THE LAW WON

The police employ many wily tactics to get you to slow down. Learn to hate them.



Let a cop get close enough and he'll try to make you a permanent feature of the crash barrier. Hit the brakes, though, and he'll fly right by.



That's not it. They've called out the airforce. Rockets and exploding barrels on their way. They kept that quiet on cops.

Slow down, wreck the car or get pinned into a corner and it's a visit from the boys in blue. Don't worry, you'll be back on the road in no time.

This officer has radioed ahead for a roadblock; sometimes they try to burst your tyres, so before you get too close prepare evasive manoeuvres.



When it comes to driving games, there's been a recurring tendency to slap a brand or driver's name on the packaging and instantly create 'the world's most realistic racer'. Refreshingly, that's not the case here. *Need For Speed's* new

incarnation is on PS2 and it looks like the bold and brassy all-action chase/racer we've been after. The opening credits encapsulate it all: supercharged cars screeching around streets with equally fast police cars in, you've guessed it, hot pursuit.

American street-racing is the focus here, and at this point the circuits all appear to be large countryside affairs with plenty of room to let rip with the racer and short cuts – and multiple routes, perfect for exploration and short cuts – and great for losing pesky rozzers that are hard on your tail. Superb dust, smoke, explosions and water effects add to the rush, although when the fuzz are all over your rear end, high quality graphics are often the last thing on your mind.

The game is structured so that you can either play the law in hot pursuit, or be pursued by the cops alongside fellow reprobates. Action in all cases is fast and frenetic but the competitive element doesn't amount to much – the cops are all over your rivals anyhow, which occasionally means you get an open road to exploit. Just remember to keep an eye on the filth's tactics – soon enough, you'll be getting the chance to turn cop and round up the ne'er-do-well racers yourself.

While the gameplay is sweet, it's the beautiful cars that really draw you in. Everything from Lotuses to Mercedes are provided in a variety of shapes and colours – and there are plenty more models to unlock as you progress. Driving is kept accessible, too. The rules are simple: drive like the wind and don't get caught. Handling is mostly about having your thumb jammed down on the accelerator and using the D-pad for fine-tuning. We've yet to come across a Monte Carlo-style hairpin, but then this doesn't strike us as a game for purists.



The at-will 'bullet-time' feature enables you to show off prangs, jumps and stunts whenever you feel the need.

If you're getting the impression that *Need For Speed* is about style over substance, that's understandable. It's littered with impressive effects, particularly the cut-scenes that kick in when you take a jump and the Bullet Time effect every time you hit a barrel. For the first day or two of play, such additions are cute, but they add a stop-start rhythm to the action that could detract from what at heart should be unfettered driving fun. Fortunately some visual niceties do work well. You can initiate a slow-mo camera sweep around your car for no other reason than to show off, or by pressing a button activate a handy preview where your car turns into a fireball and zooms along the track giving a glimpse of what's up ahead (see Cars & Effect). The rest of the game is looking so good that like a Mr Frosty on Christmas morning the novelty value of these modes will wear off after the first few plays.

Much of *Need For Speed* adopts a welcome 'back to basics' approach, with an emphasis on looking and feeling good. The variety and quality of gameplay is also something to savour. With *Burnout 2* just around the corner, we could be facing a two-car race. Then again, how many other games let you play as a copper in a Lamborghini? □

ON TARGET? NEED FOR SPEED: HOT PURSUIT 2

Not the most original concept in the gaming world, but still shaping up to be a great pursuit/street racer with style to spare.



CARS

Fast and flashy enough to give the cops nightmares.

COMPETITION

Race friends or race for the championship. It's up to you.

EFFECTS

Cut-scenes, 'Bullet Time' and lush scenery – but why?

CARS & EFFECT

Love 'em or hate 'em, this game's peppered with cinematic mood enhancers. Here are three of the best for your delectation.



1. Go on. Jump! Then be mesmerised by this footage and jolted back to reality on landing...

2. Oops. You hit a barrel. Now you've got a couple of seconds of blurry fly-by to think about it.

3. Use the rapid preview option to spot any cops or road-blocks. Not for the travel-sick.

//A welcome 'back to basics' approach, with an emphasis on looking and feeling good//

The best part of *Need For Speed: Hot Pursuit 2* is the option to be cops as well as bad guys.



Are you going to pull over and see what the nice officer wants? Are you hell! Put your foot down and leave him for dust!

TUROK: EVOLUTION

WORDS: TIM CLARK

Visit a land before time, long before the RSPCA, when machine-gunning dinosaurs for fun was still fair game.



Publisher: Acclaim
Developer: Acclaim Studios Austin
Players: 1-2
Release: 6 September

PREVIEW TUROK: EVOLUTION

According to conventional science, the dinosaurs were probably wiped out by the common cold or a stray asteroid. Strangely, though, the boffins have yet to point the finger at any of the Turok boys. We say strange because – as any gamer will tell you – these lads are dino-exterminating machines.

Turok started life in 1997 with *Dinosaur Hunter* for the N64, which became an instant hit thanks to its lush (if foggy) environments and blood-drenched gameplay. *Turok 2: Seeds of Evil* arrived the following year with even better visuals and more spectacular deaths, but was let down by its shoddy level-design. After that, it was a case of diminishing returns as the inevitable slew of sequels hit the shelves.

Now a multi-format future beckons, and Acclaim has decided to go back to basics, which is why *Evolution* is pitched as a prequel and stars Tal'Set – the first warrior-brave in the Saquin bloodline to take the Turok name. We'll skip past the stuff about rifts in time and just tell you he wakes up in the Lost Land, caught in the middle of an apocalyptic conflict and, needless to say, up to his unkept armpits in lizard warriors.

This being evolution rather than revolution, the gameplay is largely what we've come to expect – meaning big enemies and even bigger guns. The final version will feature an arsenal of over 30 weapons, with old favourites like the drum-fed automatic shotgun and flame-thrower making welcome returns.

Of course, trademark OTT armaments also feature. You can't argue with the Baby Nuke, but those who like to slaughter a little more creatively will love the Swamp Bore. It's an update of Turok 2's Cerebral Bore (itself inspired by the murderous flying spheres from the

Phantasm films) which homed in on victims before drilling into their heads and siphoning off their brains in great arcing jets of gore. Let's hope Uncle ELSPA isn't reading because the new version locks on to five different locations to deliver what's arguably the most jaw-dropping genocide in gaming history.

Also impressive is the squad-based AI. When the action moves from the jungle into besieged city streets, you're treated to the sight of allied and enemy troops fighting a running battle among the rubble. *Turok 2* was fighting a running battle among the rubble. *Turok 2* was fighting a running battle among the rubble. *Turok 2* was fighting a running battle among the rubble.

Our only major issue at this point is with the platform aspect of the gameplay. To be fair, it's a staple of the series, but performing long sequences of carefully judged jumps is renowned for irritating gamers who just want to get on with making another species extinct. □

ON TARGET? TUROK: EVOLUTION

Can Turok become gaming's comeback king or should this fossil remain buried forever?



BLADE II

WORDS: PAUL FITZPATRICK

The stakes are high, so will playing *Blade II* be a fangless job or bloody good fun? We'll let chew decide...

Publisher: Activision
Developer: Mucky Foot
Release date: October
Players: 1



ssst! Want to know how to make a decent game based on a movie licence? Forget paying top dollar to get the vocal talents of the latest Hollywood beau hunk/pneumatic starlet for a kick-off. And no need to use state-of-the-art multi-camera motion capture technology either. In fact, between the two of us, you'd be better off lobbing the film script in the bin before you get too attached. The secret to making a cracking movie tie-in is deceptively simple – and, curiously enough, it runs through the veins of Activision's upcoming *Blade II* like so much rhesus ketchup. Don't try and recreate the specifics. No. Instead, capture the spirit of the film and you'll be on the home straight. Clarification required? Right this way...

On the big screen, *Blade II* was a blood-soaked no-brainer, a film so gleefully understanding that the original *Blade* seemed like *Wild Strawberries* by comparison. It was, in short, a lot of fun.

Blade II, the game 'inspired' by the movie, is about as deep as a graze on a wafer, irresponsibly drenched in blood and, thanks to a nifty new combat system, treble the fun to play. It's not rocket science, but then neither is hacking vampires to death.

So let's get a few things out of the way. The story is original, but doesn't intrude on the action, and there are puzzles, but not the kind to have you up at night.

The combat system, however, is a thoughtful development. You control Blade with the left analogue stick, his combat skills with the right. Let's say he's surrounded by the drooling undead. Pushing up on the right analogue makes him punch and kick towards the top of the screen. Pushing the same stick left has him lunging left, and so forth. It takes a little getting used to,

but in this way you can fight in a 360-degree area at all times. Time your strikes just right and you'll be treated to one of a host of brutally OTT finishing moves. Our favourite? The stake in the forehead.

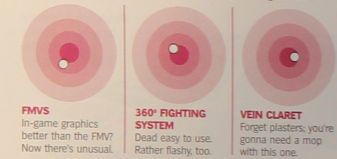
But hand-to-hand combat is just one of your options. Before each mission, you can tool up with a selection of weapons, including a shotgun, mach pistol, silver knuckle-dusters and handy UV grenades that stun humans and make toast of vampires. Unusually, the default fire button is R3. In practice, this makes for great fights – beating two enemies back with the butt of your shotgun before blowing away their fast-approaching compadre is a fluid action and flashy as hell to watch.

Then there's Blade's signature sword, which becomes available when the dismembering fun racks up and nudges you into 'bloodlust mode'. And that happens an awful lot.

What else? FMVs are currently a bit shonky and we have a few collision detection issues, but that can easily be fixed. Otherwise, *Blade II* is rocking like a monster. Don't expect game of the year awards. If you're looking for a bloody good laugh, however... □

ON TARGET? BLADE II

There may be puzzles, but *Blade II* is really a roaming fighter. And, thanks to the new fighting system and wanton gore, it's great fun.



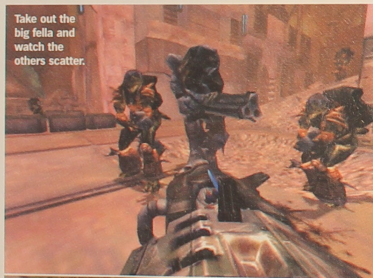
YOU CAN BE MY LINGSTAN ANYTIME

Taking to the skies in *Turok: Evolution* is simply down to finding yourself a passing Pteranodon. Planes are so passé.

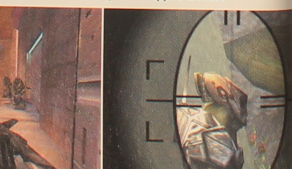
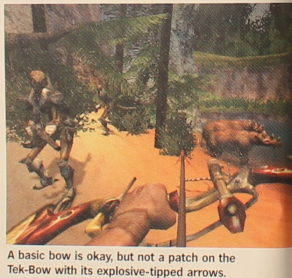


The biggest change in *Evolution* is the chance to take to the skies on the back of a combat-equipped Pteranodon during three sections of the game. At first, controlling Turok in the air with the dual analogue sticks proves a little awkward, but once you've got used to using the @ and @ buttons to tilt your leathery-winged steed, it becomes a breeze.

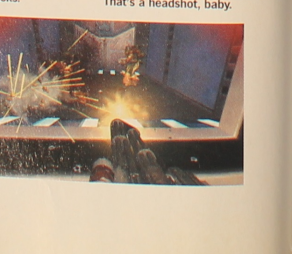
The level we tried involved parrelling down a canyon to attack an enemy settlement at the end. Both ground-based and aerial targets are included, with your basic weaponry consisting of machine guns and missiles, which you can upgrade by flying through power-ups while hanging beneath hot-air balloons. This sequence definitely adds a touch of diversity to the game, although you'll still flinch every time your sorry beast flies into a cliff face and lands with a bone-snapping crunch.



The jungles are packed with indigenous life.



The enemy troops hunt in packs.



MURDER ON THE DANCEFLOOR

Of the current crop of *Blade II*'s missions, 'Blood Club' is our favourite so far. It's also a typical example of the game's preoccupations.



1. Blade needs to infiltrate a vampire nightclub but, as usual, finding a parking space near the entrance proves to be a complete nightmare.



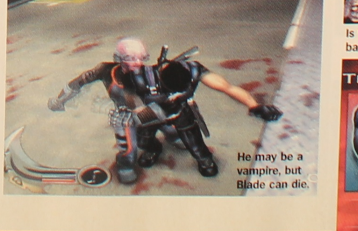
2. The dancefloor beckons, but before that Blade takes a slash. Slash! See what we did there? Sword? Slash? Toilet? Suit yourself.



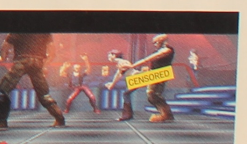
3. Refreshed, Blade heads into the club and checks out the music. The DJ's playing some killer cuts, but our hero has some of his own to deliver.



Blade kicks Nosferatu Jr's ass to Hell.



He may be a vampire, but Blade can die.



Before heading for our man on the upper floors, this infected place needs to be cleansed once and for all.



Is Whistler talking about the vampires or the bad booty-riding happening on the dancefloor?



Sword out? Then you've got a rage on.

THE ENERGY STORES



PREVIEW RALLY FUSION: THE RACE OF CHAMPIONS

WORDS: CONTI DRIES

RALLY FUSION: THE RACE OF CHAMPIONS

Michael Schumacher races Colin McRae in the Canaries? Not quite, but still pretty racy.



Publisher: Activision
Developer: Climax
Players: 1-2
Release: October

The Race Of Champions, on which Rally Fusion is based, is something of an oddity in the sporting calendar. Instead of really big racing champs getting behind the wheel, this yearly event is peopled by a gang of former winners and modern-day (almost) big names from the racing pantheon (Alister McRae, Johnny Herbert, et al.). And it's not just traditional roadsters who head to the sunny climes of Gran Canaria either; some bike racers are even invited to try their luck on all fours. A strange event, then. But fodder for a videogame simulation? Activision seems to think so.

The 'Fusion' part of the title hints at this being more than a straightforward rally affair. It is, in fact, an amalgam of many different disciplines, all of which are explored via the many game modes. Rally Cross pits you against four other cars. Circuit involves racing around super-special stages, while Elimination forces every driver to keep up the pace or face being ditched at regular intervals. And then there's Follow The Leader, which encourages a constant tussle for first place in a similar manner to PSONe's Tokyo Highway Battle, but with a health bar system, whereby those behind the leader suffer continual energy depletion – only the driver in pole position is safe. Also deserving a special mention is Checkpoint, an encapsulation of the racing model pioneered by Sega Rally, a welcome homage to arcade racing games. And these are merely the Quick Race modes we sampled in this 60 percent complete build – the final version, Climax assures us, will feature even more fuel-consuming options.

The real Race Of Champions takes place exclusively on Gran Canaria, but that doesn't limit Rally Fusion's tracks to the parched deserts. Somehow Alpine and

Arctic themes (among other non-Balearic offerings) have also been included. Likewise, the cars available are an eclectic mix. From a Ford Escort Mk1 (remember those?) to a monstrous Audi TT rally car, there's something here for every rally enthusiast to coo over. The models are impressively detailed, too – possibly more so than those found in any other rally game on PS2. Combined with full damage and dirt effects, Rally Fusion is already looking more authentic than many of its peers.

Of course, if a fusion of styles is to stick, the core gameplay has to be sound, too – and while not yet fully honed, Rally Fusion's cars certainly feel comfortable to drive. However, it's still possible to flip and spin a motor with a simple error of judgement, so the handling isn't quite there yet. Vehicles also tend to hug the track, as though Rally Fusion's wheels and surfaces were composed mostly of Velcro. Still, Climax has the time and skill to tweak gameplay and set pulses racing. Based on the developer's track record to date, we're more than confident the team can pull it off. □

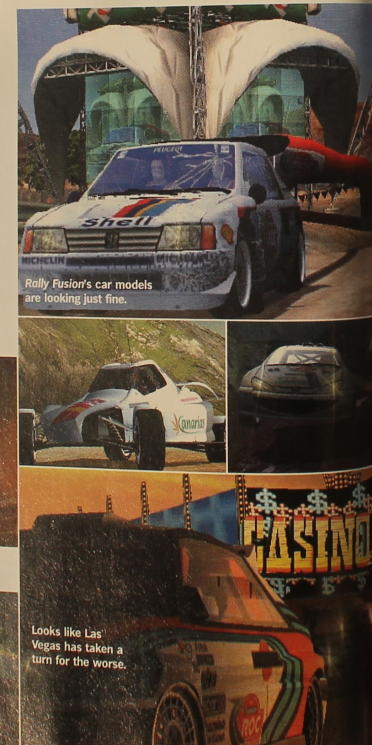
ON TARGET? RALLY FUSION:
THE RACE OF CHAMPIONS
With countless racing sims already available, Rally Fusion will have to add a new spin to impress. Thing is, it looks like it's doing just that.



CONTROLS
In need of balancing and refining, but fundamentally okay.

GRAPHICS
Other than small glitches, definitely looks the part.

FUSION
Range of challenges that few other PS2 racers can rival.



Rally Fusion's car models are looking just fine.

Looks like Las Vegas has taken a turn for the worse.

It's not good clean fun, but there are plenty of locations and conditions to experience.

UFC THROWDOWN

Ultimate Fighting scuffles its way onto PS2. But is it possible to reconcile realism with fun?

Publisher: Ubi Soft
Developer: Crave
Players: 1-2
Release: September



PREVIEW UFC THROWDOWN

Games have but one purpose in life: to entertain. And that often means realism playing second fiddle to sheer visceral thrills – which, again, is entirely as it should be. Beat-'em-ups, in particular, have never been overly troubled by notions of sober authenticity. After all, why bother with the fiddly dynamics of Newtonian physics when you can be busy throwing scene-obliterating fireballs or executing double-somersault axe kicks?

Fireballs, though, you definitely won't be seeing in UFC Throwdown, a game that has a tendency to grab you by the throat and pound your face in with its unbridled combination of realism and, at times, sheer brutality. Based on the American Ultimate Fighting Championship martial arts events, the game – an updated and improved version of Xbox's UFC Tapout – pits fighters from a range of combat disciplines against one another within the confines of an octagonal cage. Minimum rules and maximum bloodshed are, of course, a given.

It's fully licensed, so all 28 characters are modelled after their real-life Ultimate Fighters counterparts, although for a UK audience this does seem a tad pointless. Most gamers are unlikely to have heard of even the most famous (Marco Ruas, Tito Ortiz or Dan Severn ring any bells? Exactly). Still, each UFCer is blessed with his own distinct style and move-set, and there are plenty of nice touches, even down to the individual way each fighter throws a punch.

The matches themselves are unlike any other you'll find on a PS2 fighting title. The emphasis is as much on grappling and submissions as it is on striking, with choke-holds and arm-locks just as acceptable as jabs, left hooks or kicks in the head. It takes some getting

used to, especially as beat-'em-up staples such as combos and special moves are eschewed in favour of, well, rolling around on the mat and hugging.

Fortunately, a Training option helps you get your head round the idiosyncratic game mechanics by providing a sparring partner who, handily, doesn't fight back. Most useful is the ability to place your character in any of seven different positions, from standing to, erm, backmount bottom. The best tactic here, should you ever find yourself in such an uncompromising squeeze, appears to be simple: elbow your assailant in the face.

While the game looks largely finished at the moment, a few annoying graphical glitches still need to be fixed. Another concern is that the fights may end up feeling a tad samey and repetitive. Still, there's no shortage of nifty ideas at work, and for those after something a bit different from your typical PS2 scrapper – replete with a dash of unsettling savagery – UFC Throwdown could be just the job. Just pray you don't bump into it in a dark alley late at night. □

ON TARGET? UFC THROWDOWN

Throwdown's predecessor, Ultimate Fighting Championship, was something of a damp squib on PSone, but this promises more.



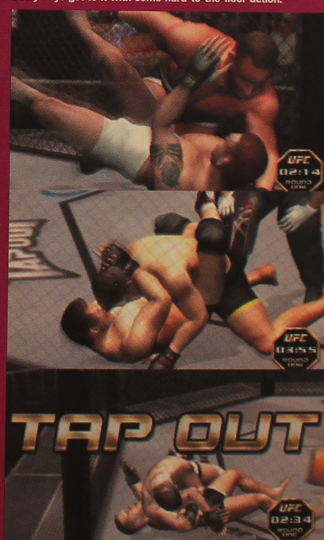
GRAPHICS
Solid-looking characters, although still a few glitches.

MOVES
Bone-crunching manoeuvres aplenty, but no combos.

REALISM
Without doubt, the most realistic PS2 fighter out there.

TEKKEN IT AIN'T

Beefy boys get to it with some hard-to-the-floor action.

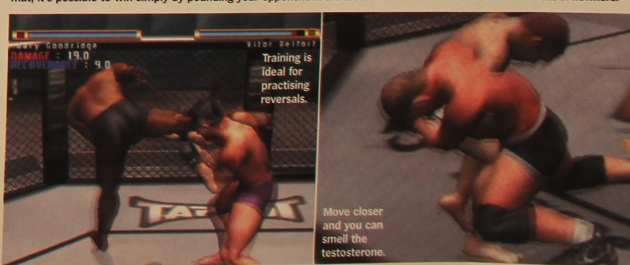


Most matches end up on the mat, where you'll find yourself in either the 'mount' or 'guard' position. Don't thump your opponent too much here – you'll just tie yourself out. Instead, try to lock your opponent down until he submits.



If your striking skills are good enough, and you can avoid being taken to the mat, it's possible to win simply by pounding your opponent in the face.

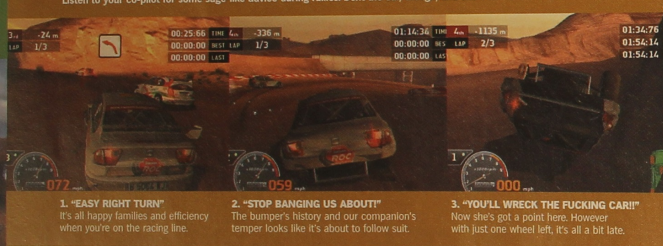
Time it right and you can snatch an armlock or chokehold out of nowhere.



Move closer and you can smell the testosterone.

SIDESEAT DRIVER

Listen to your co-pilot for some sage-like advice during rallies. Dent the car, though, and she'll turn the air blue.



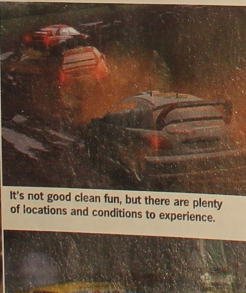
1. "EASY RIGHT TURN"
It's all happy families and efficiency when you're on the racing line.

2. "STOP BANGING US ABOUT!"
The bumper's history and our companion's temper looks like it's about to follow suit.

3. "YOU'LL WRECK THE FUCKING CAR!"
Now she's got a point here. However with just one wheel left, it's all a bit late.

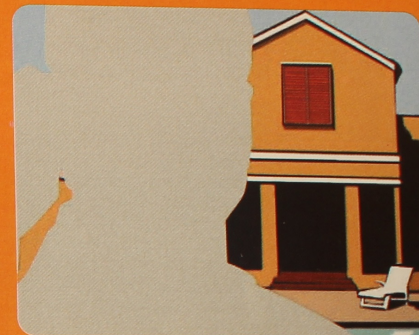
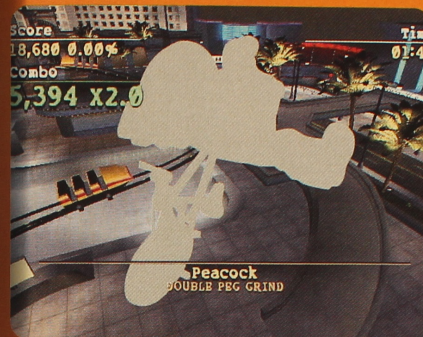
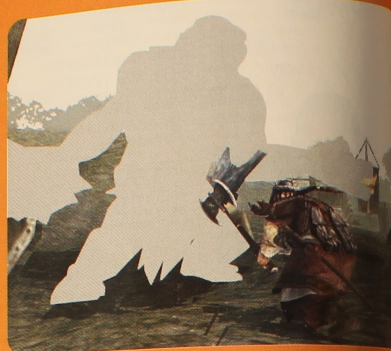
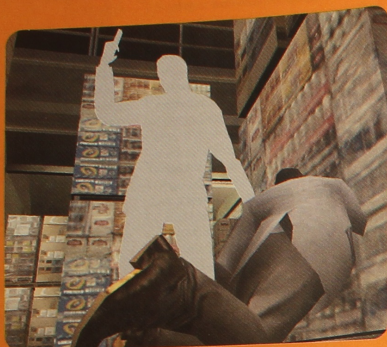


Alpine adventures, but there's no time for sightseeing or lederhosen frolics.



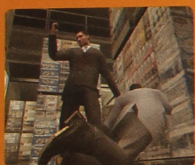
It's not good clean fun, but there are plenty of locations and conditions to experience.

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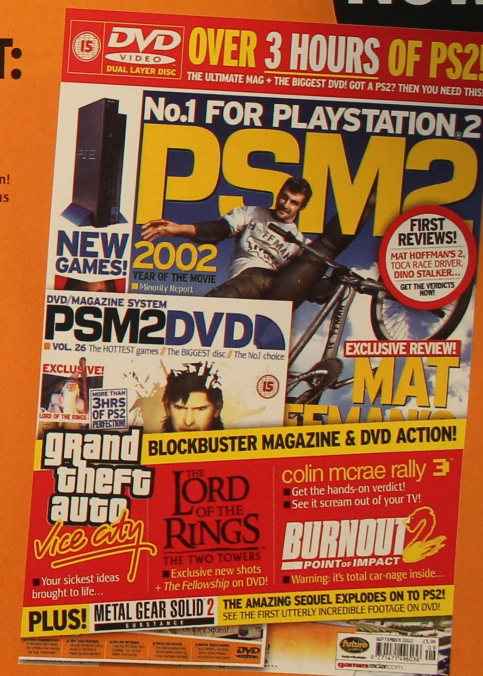
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If your PlayStation Experience ticket is missing
that's because it wasn't here in the first place

The PlayStation Experience is the gaming event of the year - we can't just give tickets away.

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THE THIRD PLACE

UNCOVERING THE LATEST NEWS EVERY MONTH

SPY

EDITED BY GEORGE WALTER

headliners

- GTA Vice City's Web presence —> p39
- New Red Faction 2 game info —> p43
- True Crime - first look! —> p44
- TIF 2003 first shots and facts —> p46
- We test out WWE SmackDown 2 —> p53
- Exclusive LOTR update —> p60
- We go under in Sub Rebellion —> p61

Cars now feature some
16,000 polygons and
more realistic damage.



THE DRIVE OF YOUR LIFE

OPS2 scoops world first info on World Rally Championship 02.

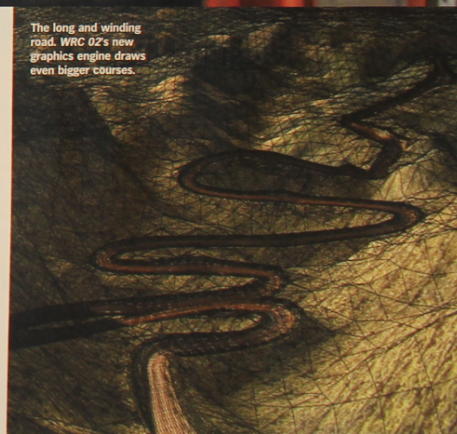
EVOLUTION STUDIOS HAS finally revealed details of its highly anticipated rally title, World Rally Championship 02. It follows the rapturous reception for the original game released last November that quickly became the benchmark for other PlayStation 2 rally games to follow. "Finally, the PS2 has delivered a realistic racing game with balls," was our gushing conclusion back in OPS2#014.

WRC was the first rally game 'proper' for PS2 with a seemingly endless flood of similarly inclined racers swiftly following - these days it seems that every month a new rally game is announced or released. However, aside from

Eden Studios' accomplished V-Rally 3 and the competent Rally Championship from SCI, none looked like stealing WRC's crown. Now, with the release of Codemasters' Colin McRae Rally 3 fast approaching, WRC02's title faces solid competition. So what has game Producer Martin Kenwright and his talented team at

//WRC was simply a "shakedown" for the main racing event that is WRC02//

The long and winding road. WRC 02's new graphics engine draws even bigger courses.



*Content on show at the PlayStation Experience are subject to change. **Over 18s only.

Q&A

THE SHAKEDOWN

Under the bonnet with World Rally Championship 02's Producer.

Martin Kenwright is always keen to play down the competition between his and other rally titles. The Producer's line is that there's always room for more than one 'good' rally game. Still with Colin McRae Rally 3 set to return in the coming months, there are obvious questions to be asked. Here are his replies.

We reckon you made the best rally game on PS2 in WRC. Now there seems to be an abundance of similar titles on the market. How much pressure has there been to create a market-leading game again?

We're on a five-year plan. This is not meant to be conceited or arrogant but what if I said that WRC was a 'shakedown' practice run for WRC02...? We've set a precedent in WRC. We know we have to deliver a better product all round - there's great competition from fine development teams. But we are not ready to concede anything just yet. And anyway, don't be daft, best rally game! Who told you that?

You once said that WRC's main competition is cable channel Eurosport rather than any other rally games. Is this still the case? The truth is we used reality to create reality, not the influence of other games. We are moving away from very hardcore simulations to more of an entertainment experience. Television is the next best thing to actually being there. I felt other games gave you claustrophobia as opposed to a panoramic view. We want the big picture, spectacular vistas, jaw-dropping locations that do as much for the relative locations as Judith Chalmers does for Wish You Were Here...? We're just moving away from the traditional look and feel of other rally games.

What are you most proud of in WRC02 so far? That our ambition is all starting to pay off. The depth of the product is immense. To me rallying is about man and machine against the elements. The track technology makes our worlds real, the cars look and feel real. It's as extreme a sport as you can get and I think we have captured that 'being there' feeling of immersion. We just dared to be different and have pushed the PS2 to the limit. We can't put it down.

Damp, grey and muddy - it could only be the Welsh valleys.

The Ford Focus shows off a lovely 'dust' effect.

Evolution Studios done to improve on WRC? With typical Scouse charm Kenwright claims the first game was simply a "shakedown" for the main racing event that is WRC02.

AN EVEN BIGGER GAME

Bigger and better vistas, even more realistic terrain, all with minimal fogging - the main goals Evolution Studios set itself for WRC02. In order to do this, the team has binned all the existing programming code and rewritten it from scratch. Now the renderer the engine that draws the track is several times faster than before and can draw two to three times more course than in WRC, with up to four times the amount of trackside objects. Anyone who owns or has played WRC will know what these

//As the player's skill increases, the car's handling becomes more complex//

enhancements could add to a game that already had an impressive sense of scale.

MORE EXPANSIVE ENVIRONMENTS

The new game holds 800km of photo-realistic track, with over 124 stages across 14 countries. Even the surfaces of the roads are blessed with an incredible amount of detail, allowing Evolution to put in thousands of tiny bumps, ruts and dips further increasing the tiny nuances of rally driving. Other highlights include the implementation of water within stages (rivers, streams, lakes and fjords), plus realistic, country-specific landmarks, towns and villages. Furthermore, now that the renderer is faster, scenery such as a forest, for example, is actually made up of tens of thousands of trees, heightening the game's realism. Increased graphical textures help make the terrain look organic rather than artificial.

OFFICIAL 2002 DRIVERS AND CARS

The 2002 models of all seven official World Rally Championship cars will be included in

WRC02. So that's the Citroën Xsara, Ford Focus, Hyundai Accent, Mitsubishi Lancer Evolution, Peugeot 206, Skoda Octavia and the Subaru Impreza all detailed down to sponsor logos, spoilers and alloy wheels. Aside from one Scotsman (assigned to other game duties) all the 2002 championship drivers' likenesses are in place, with Marcus Gronholm, Carlos Sainz, Gilles Panizzi, Richard Burns and Harri Rovanpera taking the wheel.

NEW GAMEPLAY ELEMENTS AND HANDLING

Novice drivers who've not passed their videogame test are catered for with tutorials, and as the player's skill level increases, the car's handling becomes more complex. In contrast, an in-depth Expert mode is three times bigger, giving hardcore rally fans a serious test of their racing mettle. Finally Kenwright assures us that the handling of the cars has been improved for a bumpy, more hair-raising drive through the countryside. **Q** **W**

"Further game information will be rolled out in the coming months. We'll bring you a hands-on report next issue after we've had a chance to visit Evolution Studios to play the game for ourselves. World Rally Championship 02 is scheduled for a November release and will be published by SCE.

"NO OTHER MAMMAL PROVIDES SO MUCH COMEDY VALUE. EXCEPT MAYBE HIPPOS"

POCKET HEROES, PG 048 ***

GTA: NICE SITE

Rockstar stirs up the hype with two *Grand Theft Auto: Vice City* teaser sites.

ROCKSTAR MAY BE STAYING tight-lipped over exact plans for its forthcoming *Grand Theft Auto: Vice City* game, but that hasn't stopped the New York-based company producing a couple of interesting Web teasers. The construction of two sites, kentpaul.com and concretetv.com, both accessible through Rockstar's newly designed homepage, has once again fuelled a barrage of speculation and rumour. Here's OPS2's definitive rundown of the two sites and what they contain.

KENTPAUL.COM

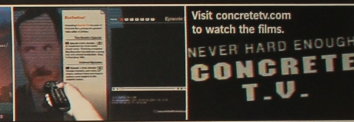
Cunningly disguised as a fan site with naff Flash animation and crude design, kentpaul.com pertains to have been constructed by Paul from Kent, whose major passion is 'everything Eighties'. In fact, the Web site is registered to Rockstar's New York office and contains enough references to suggest that the company's beatnik President Sam Houser is the more likely author. The big hit for fans is the malleable Miami e-postcard which appears to contain an in-game image of *Vice City*. Among the site's clickable sections lie obvious pointers to the game's content: 'Famous Faces' could have been called 'Game Characters', while 'Social Problems' has a list of crimes with *GTA: Vice City* written all over them. In other categories, Rockstar has been more coy - cars, music, timeline and events, clothes and movies are all empty, but for text explaining they'll be updated at a later date. Whether Rockstar plans to do this once proper screens and info have entered the mainstream seems unlikely, but still, top marks for the clever PR stunt.

CONCRETETV.COM

Equally interesting is Rockstar's hiring of US video-editing guerrilla Ron Rocheleau to help its campaign. The real-life artist creates video montages made up of obscure films and music for a late-night slot on Manhattan's public access channel, MNN, and the two pieces of his work that are featured on concretetv.com are clearly a homage to the themes of *Vice City*.

In amongst footage of B-movie monsters, car chases, workout routines, kung-fu masters and sequences from blurred-out grumble flicks, there are some obvious references to the game's Eighties vibe through clips of *Flashdance* and *Ferris Bueller's Day Off*. Meanwhile, we also catch glimpses of rap outfit The Fat Boys, disco dancers, strippers and car crash sequences. According to Rocheleau, this project took him just a week to complete. **Q** **W**

"OPS2 will be in Miami next month to bring you exclusive world-first screens and information on *GTA: Vice City*. It'll be too good to miss.



BLUE LINES

» Sega is looking to buy another game publisher in order to strengthen its position in the videogame market, Reuters news agency recently reported. Infogrames and THQ are two publishers said to be involved in Sega's plans. » PR hoax or truth? Acclaim has issued a press release revealing that 'eccentric' *Turok* fan Jason Read, 25, is planning to spend 58 days queuing outside Electronics Boutique in London for the release of *Turok: Evolution* on 6 September. A place in the record books under the 'sad cases' heading is assured.



Although slightly improved, visuals still heavily resemble the arcade original.

Remember, only shoot the bad guys.

COP AN EYEFUL

Sega's *Virtua Cop* series in your living room! Only on PS2.

SEGA'S LEGENDARY ARCADE LIGHTGUN series is to have a new lease of life with the release of *Virtua Cop: Rebirth*. Although the initial announcement is for the Japanese launch of the game later this month, OPS2 is confident that European gamers will be able to get their hands on the title in the near future.

The original *Virtua Cop* made its arcade debut in 1994. The formula was predictably simple: as a police officer it was your job to shoot the criminals dead and protect the innocent from harm. The One- and Two-player shooter required an accurate aim and quick reflexes as enemies returned fire and life points were lost for inadvertently injured members of the public. The sequel, released a year later, was more of the same, only players could choose from three different cops and take a variety of routes through the story instead of a linear path.

The PS2 version will include both versions and promises enhanced visuals. In addition to the novelty of getting two classic arcade games on one disc, Sega has also devised two new modes: Exercise, which features shooting gallery-style challenges, and Vs, in which two players compete against CPU opponents and try to get the highest score. Lightgun fanatics will also be pleased to hear that *Virtua Cop: Rebirth* supports the excellent Namco Gun-Con 2.

SCEE is yet to announce a UK release date, but expect an early 2003 launch. Get ready to prime your piece and waste some punks. **Q** **W**

*Sega's *Virtua Cop: Rebirth* will be released in Japan on 15 August. Keep checking *Spy* for further updates on a UK release date.



The heroic stars of *Virtua Cop: Rebirth*. In a bonfire. Don't ask us, okay?

SPY

UPDATE

We check the progress of forthcoming PS2 titles.



BURNOUT 2

Publisher: Acclaim
Last seen: OPS2/023
Release: 18 October

Recently Spy played new levels of this high-octane arcade racer. We were particularly impressed by the new airport level, with swirling rain effect and glistening wet roads.



SUMMONER 2

Publisher: THQ
Last seen: OPS2/019
Release: October

New characters, new worlds and a real-time fighting system have been revealed for this RPG sequel. Play as Pava, ruler of Halassar and protect her kingdom.



LEGAIA 2: DUEL SAGA

Publisher: Eidos Fresh Games
Last seen: OPS2/020
Release: October

Legaia 2 introduces a unique battle system, 'Tactical Arts', that enables players to enter a series of button presses for attack combos. Eidos's Fresh Games has publishing rights.



SHOX

Publisher: EA Sports Big
Last seen: OPS2/023
Release: 27 September

After another playtest Spy found Shox's handling to be compelling, but it's hammering your car through the Shox Jones and gambling points for Shox really excites us.

SLASH AND LEARN

Eidos gets Fresh with etiquette-driven slash-em-up Way Of The Samurai.

FIRST IT WAS ORCHESTRAL conductors and blood-sucking insects, now we're given eddy polite swordplay. Eidos offshoot Fresh Games – the label that brought you the Oriental excess of Mr Moskeeto and Mad Maestro – is set to release Japanese chart-topper Way Of The Samurai in the UK.

Developed by Acquire – most famous for the original Tenchu – Samurai's an attempt to do for wandering ronin what they've already done for ninjas. It's superficially similar to Bushido Blade – same free-roaming combat, similar defence-heavy swordplay – but there are one or two crucial differences. First: you don't die after one hit. Second: you have to be very careful how you talk to people. OPS2 plunged in at the deep end on the Japanese version, threatened the tattooed Yakuza boss who appears right at the start... and ended up tied to a set of train tracks. The second attempt was marginally more successful, but we still got skewered by his mates. Similarly, it's equally possible to placate the mobster,

find help, hack him and his mates to bits, force him to apologise or just ignore him entirely. Though Samurai's only a short game – taking place over about two hours across a medium-sized village – every conversation changes the eventual outcome.

There are three gangs to join and betray, five endings, 40 weapons to collect and more than 20 characters to befriend or insult. The 30 rankings to attain, from Samurai King (be polite, unsheathe sword only when necessary, be kind to old people) down to Rotten Scoundrel (kick children, insult everyone, throw barrels at people) up the replay value immeasurably, though everyone takes the aggressive tack at first.

In this age of consequence-free gaming, it's nice to see a game that takes a different tack. Not only are there multiple paths to victory, but you get a lesson in etiquette to boot. Politeness costs nothing, y'know. □ JS

*Way Of The Samurai is due out in September.



So, courtesy does have some rewards...



Nice move, even if you can't say it.

You have created a new move.

Combat is similar to Bushido Blade.

RADIO CAR CAR

First shots of Smash Cars, Metro 3D's radio-controlled racer.

ONCE YOU'VE CHASED the family dog around the garden a few times, most people's interest in radio-controlled cars drops off faster than a Frenchman's trousers in a bordello. But with almost every other racing licence already spoken for, it was only a matter of time before something like this came along.

Developed by Create Studio, Smash Cars involves racing radio-controlled cars over a series of courses, but the locations will come as a bit of shock for those of you used to perfecting racing lines in more serious-minded sims. Although you won't have to worry about trying to find the perfect braking point going into Monza's S-bend, you will have to dodge all manner of oddball obstacles.

At any given moment, people or pets are liable to wander across the track, which will already be littered with all manner of obstacles – including children's toys in the garden and buried bottles on the beach. In keeping with its arcade-orientated ethos, Smash Cars will also feature vertiginous jumps, ludicrous speed boosts and shortcuts aplenty. We're expecting the final version to come on very much like a chase-view version of Micro Machines, but with Infogrames already working on a PS2 version of that very game, even with its niche subject matter Smash Cars may find itself up against stiff competition. □ TC

*Smash Cars is due out early next year, published by Metro3D Europe.

Beach levels will include spray effects.



Taken a tumble? Don't get RC.



Miniaturised mayhem.



"YOUR COMPETITORS ARE POP STARS, MOBSTERS AND DOT COM MILLIONAIRES"

LAMBORGHINI PG 056

ARE YOU EXPERIENCED?

Go hands-on with The Getaway, GT Concept and many more at the PlayStation Experience!

IT'S ALL VERY WELL, us swanning off to E3, sipping expensive beer for a few days, and coming back laden with designer clothing and massive exclusives... but, despite our peerless coverage, it seems some of you still want more. Well, your luck's in, because Sony's new consumer event enables gamers to get their hands on killer titles months before release.

The PlayStation Experience is a brand-new show being held at London's Earls Court from 29-31 August, running alongside the industry's annual European shindig, ECTS. This event isn't for industry insiders, though – it's designed to give real players (that means you) the chance to go hands-on with the biggest games in development. Alongside Sony's own mammoth line-up of titles, almost all the

industry's big boys – including Eidos, Konami, Activision and Capcom – have signed up, giving you the opportunity to play titles like Tomb Raider: Angel Of Darkness, Tony Hawk's Pro Skater 4, Pro Evolution 2 and, oh, so many more.

The massive hall is also going to be stuffed with bumper competitions, celebrity appearances and on-stage challenges. You'll even get a goody bag rammed with PlayStation Experience-related freebies. Now you too can confess your unrequited love to gaming PR ladies while playtesting the triple-A titles of tomorrow. Trust us, life doesn't get much better. □ TC

FIRST PARTY FRENZY
Check out the games Sony will be exhibiting at the PlayStation Experience. No, your eyes do not deceive you – that is The Getaway.

- The Getaway
- GT Concept
- F-355 Challenge
- This is Football 2003
- Tekken 4
- Formula 1 2002
- Space Channel 5 v2
- Ratchet & Clank
- WRC 02
- Primal
- Alpine Racer
- Ape Escape 2
- Sly Raccoon
- The Mark Of Kri

GT Concept: just one of the titles on show.



PlayStation.

EXPERIENCE

TICKETS PLEASE!

Here's a handy guide to everything you need to know about the PlayStation Experience.

■ To book tickets for the PlayStation Experience, you can either order online via www.playstation.com or call Sony's hotline on 0870 7398700.

■ The event takes place from 29-31 August and is being held at London's Earls Court Exhibition Centre, Warwick Road, Earls Court, London. The nearest tube station is Earls Court on the Piccadilly and District lines, so it's straightforward to find.

■ Each day consists of two sessions: 9am to 2pm and 3pm to 8pm. You will need to purchase a ticket for each session you attend, but you won't miss out on anything by not attending all sessions.

■ Tickets cost £8 per half-day session, plus there's a \$1 handling fee on each order (regardless of the number of tickets purchased).

■ The PlayStation Experience is open to all ages, but age restrictions apply on some games, and children under 13 must be accompanied by an adult. So at least you can blame the parents when little Johnny spends two hours trying to garrote a Mafia boss in Hitman 2.

COMPETITION RULES

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Sony or any affiliated company may enter. No cash alternative is offered to these prizes. Drawing date is 5 September 2002. If any prize becomes unavailable, Future Publishing and Sony reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply. Big thanks to Sony.

WIN!

WIN A COLOURED PS2
To celebrate the festival of gaming goodness that is the PlayStation Experience, we're giving away a PS2 complete with a new paint job.

THE QUESTION
In Sony's forthcoming platform game Ratchet & Clank, which of the titular stars is the robot?

HOW TO ENTER

1. Write your answer on a postcard and send to 'Are You Experienced? Compo', Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at PS2compo@futurenet.co.uk – remember to put 'Are You Experienced? Compo' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

*If you do not wish your name to be used for further marketing information, please state this on your entry.



A limited edition coloured PlayStation 2 could soon be yours very soon.

Malice

<http://malice.sierra.com>



THE BATTLE TO SAVE THE WORLD IS TOO MUCH FOR ONE MAN



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PlayStation 2



The epic Final Fantasy series can now be experienced on PS2 for the first time. But without you the most fantastic gaming story ever created cannot continue. Help Tidus and Yuna battle through an epic journey in an attempt to save the world of Spira from the evil Sin. What are you waiting for?

SQUARESOFT

THEIR DESTINY IS IN YOUR HANDS.

uk.playstation.com

PlayStation 2
THE THIRD PLACE

SPY



Alias and his crew take their battle to Earth.

FACTION MAN

The revolution comes home as Red Faction 2 storms the Earth.

RED FACTION 2 is back and offers more of the explosive first-person action and revolutionary zeal that made the original game so popular.

Red Faction 2's story centres on a struggle between the people of the Commonwealth and their oppressor, Sopot. You play a member of a group of supersoldiers equipped with nano-technology, whose aim is to bring the despotic regime down. The action this time around has been shifted to Earth, enabling developer Volition to increase the variety of game environments and build in real-time weather. When Spy got hands-on play of the game we came across a swirling rain effect – not too dissimilar to that in the opening scene in *Metal Gear Solid 2*.

We also witnessed how the Geo Mod technology (for fully destructible environments) encourages the player to use strategic blasting to progress through levels. It now feels like an integral part of the game rather than a tacked-on extra. This often means avoiding heavy fire by creating alternative routes with a grenade launcher. In other areas, it's necessary to shoot down raised platforms so that they create ramps, enabling you to reach otherwise inaccessible areas.

A team-based approach to gameplay adds another new dynamic. Although you only ever directly control one character (Alias, a demolitions expert) you're always backed up by five other nano-soldiers who can provide anything from covering fire to suggestions as to where to go next. Each squadmate boasts their own set of skills with computer hacking just one that featured in the early demo we played. By reducing the risk of getting lost, your squad-mates also help improve the pacing of the game.

Elsewhere, we particularly enjoyed the ability to fire two guns at once, while a more accurate targeting system ensures you're less likely to find yourself perforating the floor or ceiling in the heat of battle. More importantly, for newcomers and veterans alike, *Red Faction 2* introduces a more amenable learning curve. Further improvements include a Four-player Split-screen mode and superior enemy AI.

Volition's claims that its title has been significantly improved appear well-founded, leaving *OPS2* excited over the prospects of a more complete version. The resistance lives on... **GW**

*Red Faction 2 is out through THQ this November

GOOD & EVIL

Our Heaven and Hell-style 'ometer

PS2 HEAVEN



GTA: Vice City. While we've been slaving away on this issue, Dep Ed Mark has been sunning it up in Miami living out the new game lucky bleeder! He promises, at pain of death, to tell us all about it on his return. **BRILLIANT!**

OPS2's visit to Ultimate Fighting Championship 38 at the Royal Albert Hall. Lots of men watching other bigger and harder men stove each others heads in. Schoolboy wrestling infused with moments of sheer pub brawl brutality. Have it!

Sonic on PS2. We reckon. Rumours suggest the iconic Sega hedgehog is going multiplatform. Which got some of us quite excited.

Need For Speed: Hot Pursuit 2. It's like taking part in The World's Scariest Police Chases.

Xbox jokes. People making jokes about making jokes about how large the Xbox console is. Like penis envy but with consoles.

The Stuntman frustration factor. Play the game for over an hour and you'll understand what we mean.

Editor Sam's growing Japanese mecha robot collection infringing on valuable desk space.

Men in Black II. In particular Will Smith for spending too much time on the risible Black Suits Coming (nod your heads) and not bothering to provide his own voice for the character in the game.



PS2 HELL

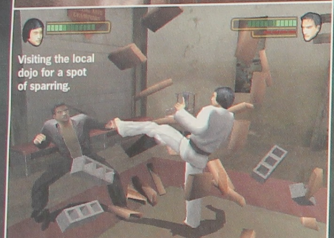
BLUE LINES

>> Konami has released first screens of its new sniper sim, *Silent Scope 3*. The third edition includes a brand new story line and as an added bonus includes all 14 missions from the arcade version, *Silent Scope EX*. >> Sony Online Entertainment has announced it will be working with Snow Blind Studios (creator of *Baldur's Gate: Dark Alliance*) on a brand new *EverQuest* project for PS2. >> Infogrames has finally officially announced that *Reflections'* next project will be (surprise, surprise) *Driver 3*. The game will be released in 2003.

SPY



Kang gives David Bianco a good kicking.



Visiting the local dojo for a spot of sparring.



Taking it on the chin. Kang administers the boot of justice.



LA CONFIDENTIAL

Introducing Nick Kang, a cop with a vendetta and star of Activision's forthcoming *True Crime: Streets Of LA*.

WITH THE GETAWAY and *GTA: Vice City* ready to face-off for the title 'King Of The Crim Sims' this winter, Activision's *True Crime: Streets Of LA* is waiting in the dilapidated parking lot, ready to pull off a double-cross. Scheduled for release in 2003, *True Crime* takes elements from both Rockstar and SCE's games and relocates the action to Los Angeles, California, putting you in the shoes of Nick Kang, a Dirty Harry for the next generation.

After Kang is kicked off the LAPD for a history of violence in the course of police duty, he's re-employed as a detective in the undercover Elite Operations Division (EOD). Russian and Chinese crime syndicates are taking over the city and only Kang, the hard-nosed, martial arts trained cop, is capable of bringing their reign of terror to an end. "Kang is a consummate detective, but remains a lone wolf in the department," explains Peter Morawiec, Creative Director at developer Luxoflux. "Where Nick goes, collateral damage follows."

Drawing instant comparisons with Team SoHo's *The Getaway*, *True Crime* blends driving and on-foot action, set in a 400 square mile area of accurately realised South California, built with painstaking care by the developer. Morawiec claims *True Crime* will boast the largest area of accurately mapped real-life data in any game. "One of the goals from the get-go was to set *True Crime* in just one city, but to make it real and very large-scale," reveals Morawiec. "A lot of initial effort went towards developing a custom city editor, which enables us to work off real-life elevation and city data and helps automate many tasks of populating such a city. We've also spent a significant amount of pre-production time cruising around LA, compiling a large photo database of all key locations." All of which may seem familiar to those following the development of *The Getaway*. Surprisingly, when asked about the SCE game at E3, Luxoflux representatives were strangely unaware of the two titles' similar ambitions.

True Crime promises impressively diverse gameplay, ranging from car chases and shoot-outs to on-foot pursuits and martial arts encounters. An unpredictable branching story line will also feature, incorporating 20 main missions and 100 sub-missions which pop-up on your radio in the same way as missions are offered in the *GTA* series. "True Crime is very plot-driven," adds Morawiec. "It comprises a number of sequential mission episodes which advance the plot and eventually lead the player to one of three

possible endings. Within each episode, the player will end up going through a variety of gameplay experiences – driving to locations, racing against time, talking, fighting, shooting or just sneaking about."

SHOWDOWN IN CHINATOWN

As an example of the diverse mission structure, near the beginning of the game, Nick drives across town to visit his brother's martial arts studio and ends up in a friendly fight with him. Then Nick receives a call about trouble brewing at a Chinatown bar and must race to the location to intercept a thug mauling the bartender. If Nick arrives too late, he'll find the bar on fire and continue down another path. Ultimately, he'll be led to a Chinatown warehouse, serving as a front for a local Triad enforcer. Nick then has to infiltrate the premises and defend himself in a massive shoot-out with the enforcer's cronies.

In between the story's episodes, you're freely able to explore Los Angeles, visiting gun ranges to hone your skills, buying weaponry paying mechanics for car upgrades, training at dojos and even regaining stamina at a donut shop. It's these elements that should create the impression of a living city, as opposed to a linear progression through strictly defined levels.

True Crime's action sequences are unashamedly movie-inspired. Hand-to-hand fighting sequences, dramatic car chases and tense shoot-outs are all supposed to mimic scenes from an extensive list of crime flicks.

"Among the many film influences are the *Lethal Weapon* and *Rush Hour* films, perhaps even some early Steven Seagal flicks," explains Morawiec. "Plus there's obvious references to Hong Kong cinema – *Jet Li* flicks especially." An early bar brawl scene we played at E3 demonstrated this vividly. With typically extravagant fighting and breakable environments, there's even a taste of Jackie Chan in the mix.

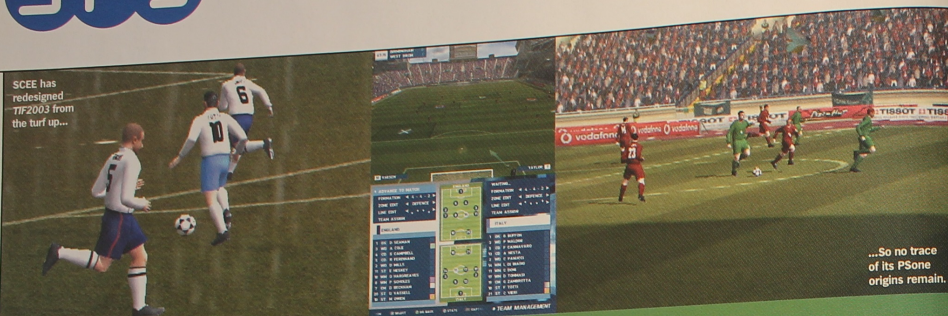
With *GTA: Vice City* racking up the column inches and *The Getaway* gearing up for a massive publicity push, the arena of crime and punishment videogames is already proving a highly competitive one. Morawiec isn't swayed. "We are up for the challenge and feel confident that we can create a game that eclipses *GTAIII* in multiple areas – gameplay features, technology, art quality and sense of realism. But we realise that at the end it's all about the fun factor – *GTAIII*'s strongest point." Which leaves just one question: is it as enjoyable upholding the law as it is breaking it? **GW**

*Luxoflux's *True Crime: Streets Of LA* is scheduled for release in 2003, published by Activision.

///"There's obvious references to Hong Kong cinema – Jet Li flicks especially"///

SPY

SCEE has redesigned TIF2003 from the turf up...



...So no trace of its PSone origins remain.

THIS IS MORE FOOTBALL

This Is Football 2003's pre-season training is nearly over. Spy talks to Producer Tony Racine about the game's fitness.

IN OCTOBER, SCEE'S STUDIO LONDON will release the fourth instalment of its successful *This Is Football* series. Spy first had a look at the game back in May where we were shown how the team was completely rebuilding the game from the ground up and discarding any remaining PSone elements from the game's structure.

This *This Is Football 2003* will feature new player animations, teams, players, stadiums, cut-scenes, gameplay game modes and team strategies. The developer has also been busy programming the most realistic player likenesses in a football game yet, complete with stunning facial animations. A lot to achieve in just one year, with pressures to have the game on the shelves to coincide with the 2002/03 season.

We caught up with the game's Producer, Tony Racine, to find what's been happening since May.

So, how is *This Is Football 2003* progressing? What stage is the game at now?

Literally about 20 minutes ago I saw the players' faces in the game for the first time, that's how far we've got. It's taken a lot of work to get to this stage because we've made some really dramatic changes to the structure of the original title, like ripping out the old player skeleton and designing a completely new high-detail player model. That might not sound like an awful lot of hard work, but it's had a profound knock-on effect on the imaging, rendering and animation. We've had to redo all of it entirely from scratch.

The original game was described as part arcade/part sports sim. How would you define *TIF2003*?

I think in *TIF2003* we've tried to provide more sim than arcade. If we were going for all-out arcade action all we'd be worried about would be the speed rather than individual player moves. After *TIF2002* we ramped up the speed and everyone loved it, but we lost all of the subtlety. By making the game quicker, you're limiting the player's ability to make decisions. It becomes much more random instead of a precise act of timing.

What lasting impression do you think *TIF2002* left on gamers' minds?

Well, aside from it being a great game. I think one of the main things that encouraged people to buy *TIF2002* was that we'd made players that looked like the real McCoy.

Have you been keen to hang on to those aspects or move in a new direction?

We looked at it and thought, "We can do better than that!" Because we're reworking the body model, we're also taking the opportunity to rework the facial animation and the way it's modelled. The players now look more realistic and there are over 13,500 named figures in the game. Basically we've gone back and improved on what we thought were the strengths of the last game. Within the last three weeks we've seen all the new animation implemented and it adds much

more vibrancy and variety. Now, after seeing all the faces being added I'm starting to think it's all coming together. While it's up to the gamers to decide whether we've done a good job or not, I'm convinced that we've delivered.

Anything in particular you've been keen to redress?

A criticism of the earlier game was the strategies. If someone got sent off and you were down to ten men, it would stick to the formation and leave a huge gap. But now if you get two or three players sent off, you can see your players struggling to fill the space. It makes the game less straightforward.

There was some suggestion that there would be online aspects to the gameplay..

Yeah, we're not integrating any online functionality in this game. We've investigated a couple of things that we wanted to do but, if I'm absolutely honest, because of timing issues we'd rather concentrate on the integrity of the game itself. But I think that Sony's strategy for the Broadband Unit is clear among the developers. It's something that everyone's going to have to include eventually. It's inevitable.

Is this the biggest *TIF* game so far?

I think we've got a much deeper, much stronger product. You'd struggle to find things we're missing. **EW/GW**

**Read the full review of TIF2003 in next month's OPS2.*



Dyer, Racine, Puyol, Joaquin and Ballack: Can you spot the real life game Producer among the digitised World Cup heroes?

Take your mobile on holiday and win £1000

We'll be calling someone each week over the summer to tell them they've won £1,000 or one of hundreds of £10 call time prizes. So, if your mobile isn't switched on you might miss out.

Call 2202 free* to enter the draw and get details on how to call from abroad.

Pay & Go users dial *111*# to call from abroad. Your mobile will go on standby and call you back with instructions.

See what you can do.

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Competition runs from 17th June to 30th September. NO PURCHASE NECESSARY. Terms and conditions apply. Pay & Go customers cannot send text messages when abroad. *Standard call charges apply for U, EasyLife & Pay & Go Free Best Friend customers. Call 2202 or visit www.o2.co.uk/summerpromo for details.

SPY

BEST WESTERN

Yeeee-haaaw! It's Capcom's Red Dead Revolver. Saddle up and ride!

BRINGING GUNSLINGING, riding bare-back and pistols at dawn to the PS2 for the first time ever is Angel Studios' Wild West-inspired action shoot-'em-up *Red Dead Revolver*. More Sergio Leone than John Wayne, it follows the adventures of Red, the only surviving son of a family murdered by desperadoes. He was raised and taught to shoot a gun by a Red Indian, but now a mysterious gunfighter threatens his home town and he has the chance to avenge his parents' deaths.

In keeping with the game's atmospheric downbeat theme, the opening level takes place in a grey, rain-soaked outpost, with Red tackling a team of bandits ransacking an innocent woman's house. Later levels *Spy* played occurred on the dirty streets of the town and at night. Weapons so far include a

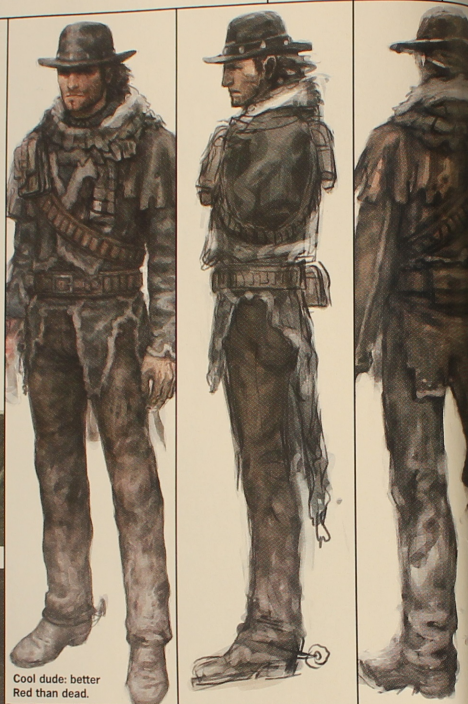
shotgun, pistols, knives and dynamite. The controls still need fine-tuning, but there's a clever zoom effect when Red draws his weapon, that places you just behind his head for ease of aim. Horse-back combat is also promised, as well as hand-to-hand brawling.

Other clever gameplay elements include your score being marked down when you shoot people in the back. Also mooted for inclusion is a Four-player Deathmatch option, something all developers should be considering. At last, the romanticism of the Wild West so adored by filmmakers looks set to live on through PS2. **GW**

*Capcom's Red Dead Revolver is scheduled for release in Winter 2002.

"LADIES, YOUR MISSION IS TO CATCH THE FANCY OF THE SCHOOL'S IT-BOY, KEI SUZUKI!"

TOKIMEKI MEMORIAL, PG 051



Cool dude: better Red than dead.



Angel Studios' Spaghetti Western meets videogame shoot-'em-up sure captures that dirty frontier mood.

PlayStation 2
OFFICIAL MAGAZINE-UK

POCKET HEROES

COLLECT THE ENTIRE SERIES!
CUT OUT AND KEEP!
SEND NO CASH!
PLAY WITH YOUR MATE!
TOMFOOLERY GUARANTEED!

PlayStation 2
OFFICIAL MAGAZINE-UK

#45
of 100

MONKEY
TimeSplitters 2



Age: 5 Height: 2'1" Blood Type: A PloistivE

Distinguishing Features: Overlong arms, views humans as an inferior race and hates bananas.

Looks	Cute, small and furry with an enormous pink ass.	29
Attack	Absolutely deadly when armed with a flame-thrower.	89
Defence	Extremely agile in attack, but easily trampled on.	20
Specials	Pretending that he's one of the PG Tips chimps.	67

A favourite of small children, game designers and journalists. No other mammal provides so much comedy value for beer-fuelled stag party zoo visits. Except maybe hippos.

PlayStation 2
OFFICIAL MAGAZINE-UK

#63
of 100

KELLY SLATER
Kelly Slater's Pro Surfer



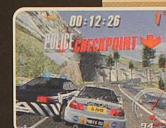
Age: 30 Height: 5'9" Blood Type: Salty

Distinguishing Features: Quicksilver logos, shark tooth necklace, Reef CDs.

Looks	Shaven and nubile with a typically vacant surfer grin.	79
Attack	Sharks, coral, jellyfish, puffer fish, The Kraken...	05
Defence	Short of a titanium-lined wetsuit, pretty dismal.	09
Specials	Never say die surfer attitude.	80

Kelly is six times surfing world champion and after a three-year break has re-entered the ASP World Tour. After just four events, he was in 19th place. Has Kelly lost his touch? Surely not.

SCI
GAMES



"Fast, Furious & Fun"

P2

Developed by
CLIMEX

www.sci.co.uk/gumball_3000

PlayStation 2

Sept 2002

Framed by a gorgeous sunset, this lush jungle is home to a bloody battle.

LET'S GO OUTSIDE

Far Cry, Ubi Soft's new FPS, steps into the great outdoors.

IT'S INCREDIBLY EARLY days yet, but we couldn't resist bringing you this sneak peek at Ubi Soft's secret new shooter. Developed by Crytek, *Far Cry* will appear on PC next spring, with a PlayStation 2 version set to follow sometime after.

The game is a squad-based affair, and from the looks of things the massive environments will be a million miles away from your usual drab corridors. These screenshots, taken from the PC version, reveal a lush tropical world populated by incredibly detailed characters. Special word must go to the astonishing draw distance: you really can see for miles. You play the part of a boat captain escorting a journalist on a special assignment, but before long the bullets are flying. Set a decade or so into the future, the

weapons set is blend of shotguns and machine pistols. More advanced gunnery becomes available as you progress and your opponents switch from human soldiers to... but that would be telling. Cough. Dinosaurs.

For *Cry* actually sprang from a tech demo created to showcase Nvidia's GeForce 3 graphics card - and it shows. The sandy beaches boast impressive particle effects and the swaying grass reacts realistically to your team-mates' movements. In a refreshing change, most of *Far Cry* will be set outdoors, and with enemy AI already at benchmark quality, we're going to be slapping on the sun cream and a Kevlar vest when this hits home next year. ☐ TC

*A release date has yet to be announced.

(Above) Thanks to Crytek's unique graphics engine, the characters look very high-res. (Below) Lighting effects already look impressive, as does the draw distance.



INDY KIDS

American sport to hit PS2 in the form of *Indy Racing League*.

CODEMASTERS IS PLANNING to bring the little known (in the UK at least) sport of Indy Car racing to PS2. *Indy Racing League* is the official licensed game of the Indy 500 and Indy Race League, the US equivalent of F1 racing, and promises to capture all the thrills that this high-octane sport enjoys Stateside. Covering 15 races in different American states, plus the famous 500-mile Indianapolis challenge.

With an endless wave of rally titles currently flooding the race market, it's interesting to see that Codemasters should sign up an unfamiliar licence to sit alongside its more established franchises - Colin McRae and TOCA Spy is keen to discover if *Indy Racing League* will offer a slightly more playable experience than the more unforgiving F1 titles it most closely resembles. So far, though, few in-game details have been revealed - mainly because the drivers and car

manufacturers have yet to be confirmed for the new season. However, developer Brain In A Jar (who previously worked on the abandoned Ferrari 360 Challenge) has put maximum emphasis on bringing the pre- and post-race spectacle of the Indy Race League to PlayStation 2 using TV-style presentation, hopefully making the game more accessible to the uninitiated.

Other race elements featured include an advanced AI system and true-to-life car physics, handling and damage. Plus the official licence guarantees the rights to feature accurately modelled tracks, real teams, cars and drivers. Many of these exclusive elements may be lost on Indy-illiterate European gamers, but full marks for effort. ☐ GW

**Indy Racing League* is out in 2003 through Codemasters.



THERE FOR THE RACING

So what other racers can our American cousins offer? Spy visits hickville to see how they entertain themselves...

NHRA POWERADE DRAG RACING

Schedule: 23 races annually throughout US Tournament leader: Larry Dixon Jr.

Main Sponsors: POWERade (energy drink), Coca-Cola, The Army Potential: High. It's got EA Big written all over it. Even the racers have got suitably 'Big' names - try Ron Capps, Dale Cressy, Troy Coughlin and Reggie Simps for starters.

ALL-AMERICAN SOAP BOX DERBY

Schedule: State-by-state rally races throughout year. Annual All-American Race

Rally leader: Morgan Gleeson Main Sponsors: Good Year, Liquid Nails (DIY store), Papa John's Pizza Potential: Low. As these carts don't have their own power, a typically complex and infuriating control system would have to be instituted. Plus Soap Carts are so 1950s.

MODIFIED LAWN TRACTOR RACING

Schedule: Nine races throughout the year at Granger Raceway Park

Championship leader: Rich Edwards Main Sponsors: Pepsi, Miller Lite Potential: Medium. Seeing as most of the participants are retired farmers, the glamour factor is low. Then again, that never stopped anyone making fishing games, did it?



30 DAYS IN TOKYO

DAY 1 (6 JUNE)

The World Cup has started, but it's not quite chaos in the streets on my side of Saitama prefecture. Crowds gather around the plasma TV screens at local electronics shops during matches and there's occasional cheering from neighbours. Tame stuff really. The enthusiastic guy upstairs is a different matter: the sound of his yelling and foot-stomping travels too efficiently through our wooden-frame apartments. Then again, he has to deal with my surround sound system's subwoofer, so I guess we're even. Experience World Cup crowds passing through Shibuya during the Japan versus Tunisia match the following week. Now that's chaos!

DAY 13

My friends Takahashi and Maki are buying a ticket to tomorrow's Japan versus Turkey match in front of me. "It's yours for free if you can make it," they say. "We're driving, so you don't have to bother with getting bullet train tickets." Very tempting, but I decline - I'm also a part-time English teacher and its too late to ask for a day off.

DAY 17

Finally buy *Gun Survivor 3: Dino Crisis* with the *Guncon 2*. Not perfect, but far better than previous efforts. Only problem is that I suffer from motion sickness, but persevere playing. By the fourth stage, I'm feeling very ill and have to stop for a Kip. Consider buying car sick tablets to continue...

DAY 26

Help Takahashi move apartments. Imagine it to be a quick affair of a few hours, end up working till 3am. Totally knackered and cancel a meeting with other friends in Roppongi to celebrate the final match aftermath. Good news is that Tak's microwave (clean) and new Burnt Bread Man 'Giant Mug Cup' (still in the box) are mine. But I hope I never have to carry a large widescreen TV down three floors and up another three. In the rain, ever again.

japanese top10



1. KENGO 2 (Genki)
2. ATLEJER JUDIE (Gust)
3. POPOLOCROIS II (SCE)
4. JACK VOL. 1 (Bandai)
5. WORLD SOCCER WINNING ELEVEN 6 (Konami)
6. GUN SURVIVOR 3: DINO CRISIS (Capcom)
7. HAJIME NO IPO VICTORIOUS BOXERS CHAMPIONSHIP VERSION (EPS)
8. HOSHINO ENGI 2 (Koei)
9. SHIRIKAMI NO SHIRO (Taito)
10. SHIN COMBAT CHORO Q (Takara)

*Source: Dengeki 24-30 June 2002

SPY in japan

Edited by Amos Wong

HIGH SCHOOL CRUSH

TOKIMEKI MEMORIAL: GIRL'S SIDE

Ladies, your mission - should you accept it - is to catch the fancy of Habataki School's R-boy Kiki Hazaki and fend off others, including your female classmates. Study aside, a part-time job is essential to earn the bucks to go shopping for flash clothes, kimono and accessories to look your best on dates. Via a new Emotion Voice system, the cast addresses you by surname, first name or nickname, depending on how close you become with them. Remember, if Kiki's unavailable, there's plenty more fish in the sea.



It's a bitch fight to the finish to see who's going to date this young stud.

SECRET AGENT

SHIGE SHIGE SHIGE

Don't be deceived by the paunch and terrible fashion sense: Shigeo is a secret service agent. Details are so classified, even his face is rumoured to be a part of the costume. Once removed, Shigeo's true form and power will be finally unleashed. Trouble is, he can't reach the zipper round the back. Following him around is Police, his all-weather, popcorn-loving robot dog sidekick. Get the key chains, stickers and art book now!



Robot Wars take note, this is how they should look.

STOMPING GROUNDS! GIGANTIC DRIVE

Once again you're at the helm of a gigantic mechanical behemoth - but wait, this one is different. Harking back to retro-styled robots like Gigantor and Giant Robo, here you pilot said machines not from a cockpit, but via remote control. Thus the gameplay switches from controlling the protagonist on the ground, to finding a decent vantage point to control the robot during combat. Godzilla-like slugfish promise plenty of levelled buildings and even crushed civilians. Lasers and missiles are at your disposal, but best of all is the Mazinger Z style rocket punch!



Robot Wars take note, this is how they should look.

ITALIAN STALLION

Does the name seem familiar to you?

Some readers may recognise the title as being similar to previously reported Japanese game Jo Jo's Bizarre Adventure. Essentially they are the same – but this game is set in Italy, not Japan. The reason for the moniker switch? Jo Jo is the name of Hirohiko Araki's popular Japanese comic book series (on which the games are based), which is very popular in Italy. During translation, the star's name became Gio Gio.



TAKE A STAND!

Gio Gio's Bizarre Adventure bemuses and transfixes in equal measure.

CAPCOM RECENTLY GAVE SPY hands-on play of its forthcoming manga title, Gio Gio's Bizarre Adventure. Although the game's in Japanese, we can give you the gist of this gorgeously styled beat-'em-up adventure.

Set in Italy, the game begins with you playing as Gio Gio on a training level, where the player is introduced to the unusual combat system. There are standard kicks and punches, but characters also boast a special move called Stand. Here, a gimpy-like character is released from your body to

execute a powerful combination move on your foe. Once they're defeated, a cut-scene rolls showing your Stand punching your rival's teeth out in slow-motion. The surreal tone for the rest of the game is now set.

Other levels we played featured a Grim Reaper-type adversary who disappeared in a puff of smoke and a girl who was shot to a bloody mess when our Stand turned into a fighter plane. Although gameplay seemed quite samey, the imaginative use of Stands ensures it never becomes too repetitive.

To reflect the distinctive look of the comics on which the game is based (see Italian Stallion), Capcom has introduced a powerful new graphical technique called Artstoon, which means the visuals have a grown-up cel-shaded effect. It's this striking 'look' that will undoubtedly draw interest to Gio Gio's Bizarre Adventure in those places that the unusual comic book has yet to acquire a fan base. **GW**

*Expect to see a UK release this winter.



This fellow has the power to shrink his foes – and then stamp on them.



Gio Gio's Stand executes a bloody volley of punches.



"The kids of today, eh? What do they think they look like?"

PlayStation 2
OFFICIAL MAGAZINE-UK

dream demon



DESIGNER GENES

Games designed by you. This month: a terrifying demon and his hellish army who abduct children.

#21 GAME NAME
THE DREAM DEMON

DESIGNER
RAZ

THE EXPERT'S OPINION
ALEX WARD

THE CREDITS ROLL, and ancient artefacts that represent the Dream Demon are shown. A cityscape is annotated by the figure '2003'. A little girl is tucked into bed by her mother. The light goes out. This girl closes her eyes. Suddenly, a black scrawny hand comes through the pillow and grabs her. She screams. Her mum runs in. The bed is empty. The screen fades to black and the game begins.

This is the story of the Dream Demon and his army who, since the beginning of time, have plagued the human race by entering their dreams and stealing their souls. They cannot be destroyed – only overcome in the dreamworld, whereupon they sleep for 1,000 years. But now the Demon is awake again, eager to create a new army, and across the world people are disappearing without trace.

Rob's two children have vanished and he must find them. While studying ancient literature, Rob comes across works on the Dream Demon and learns how to reach him – and, consequently, his children. Rob enters the dream world and travels through people's dreams to find and defeat this evil being.

The dreams Rob travels through are vast. People dream all sorts of things, so the player might find themselves in futuristic cityscapes, desert islands or even on football pitches. The demons you then fight take on the form of characters specific to those dreamscapes (robots or footballers). As Rob is no action hero, the weapons he uses are as simple as sticks or axes. Once the demon army has been felled, the final confrontation is with the nightmarish Dream Demon!

WRITE TO: Designer Genes, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at PS2@futurenet.co.uk. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we use it we'll send you a T-shirt and a print of the box art designed by Tina.



This reminds me of Gamecube's *Eternal Darkness* and PSone title *Forty Winks*. The opening is interesting but seems a little tired. The folklore aspect is good, although it must be simplified to make sure that everyone can easily grasp it. Also, dreams tend to be highly personal experiences. What may be exciting for one player may seem completely bizarre to another. Finally, just how scary and dark will this game be? *GTBII* aside, many games or films, that have an 18 certificate restrict access to the biggest part of the market. So, an interesting idea, but I think it would be better suited to the PC rather than PS2 right now.

*Alex Ward is Creative Director of Criterion Studios.



GRAPPLING LOOK

OPS2 plays WWE SmackDown 'Shut Your Mouth' Wrestling never looked so good. Or hurt so much...

WHEN WWF SMACKDOWN! 'JUST BRING IT' was released for PS2 last November, few doubted it would be a rip-roaring success. After all, THQ's licensed wrestling games have raked in over \$270 million since 1999. But while Yuke's Entertainment dutifully delivered a solid next-gen interpretation of the trademark flamboyant wrestling antics of the newly renamed WWE, the game failed to live up to many fans' expectations.

Which is why Yuke's has paid such attention to its latest offering in the series, *WWE SmackDown! 'Shut Your Mouth'*. The acronym may have changed because of legal wrangles with the World Wildlife Fund (who now own the name WWF) but the title remains firmly committed to reproducing all the sweaty histrionics of a wrestling bout, except this time with even more style and graphical flair.

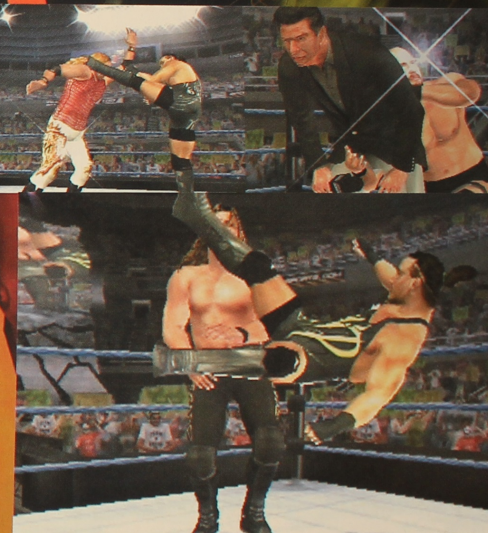
From the moment your chosen grappler jumps into the arena, it's obvious that Yuke's has worked hard on the visuals. Even the crowd looks better, with the first four rows of fans now drawn in 3D. The animation of the wrestlers' moves and taunts is also much smoother, particularly when you're performing combos. Indeed, the combatants' faces and features look so realistic, it's sometimes easy to forget you're watching a videogame. Really. During a fight playing as the lovely Lita, for instance, we were knocked out to see individual strands of hair falling around her face as she's flung about the ring.

There's also a more satisfying feeling of contact when slapping, kicking and bouncing off the ropes. Equally cool is the way a wrestler reacts to a blow or hold, visibly wincing in pain and grasping the affected area in agony. Less obvious improvements, such as light sourcing and shadows, further enhance the game's sense of realism.

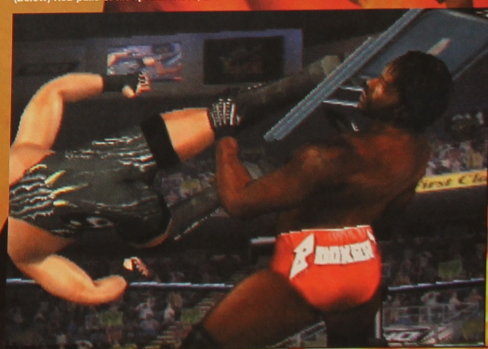
New wrestlers on board include Hulk Hogan and the gorgeous Stacy Keibler. After pitting the two names against each other for a test match, we noticed that rather than block Keibler's punches, Hogan takes them square on the jaw and then taunts his rival with a gesture to do it again. However, if you get bored of the real WWE stars, the excellent Create-A-Wrestler mode of *Just Bring It!* makes a welcome return, with even more variables now on offer to help you create any character you'd like to see in the ring.

Initially worried that Yuke's might not be up to improving on its last effort (especially given its last game was the not-very-good *Eve Of Extinction* for Eldos) we're happy to report that *'Shut Your Mouth'* is as impressive to play as it is to watch. The prospect of laying the SmackDown has never been so enticing. **GW**

*We're currently plotting a full feature on WWE SmackDown 'Shut Your Mouth' that's set to drop in the next couple of months. Hold on, grapple fans...



[Above] Rob Van Dam dukes it out with the permed and now noseless Chris Jericho. [Below] Rob pulls off his special move, the 'Van Daminator', on an unsuspecting Booker T.



SPY



BACK TO BASIC
Yabasic expert Marc Gale, aka Xalithorn, reveals how to get the most from the PS2's free programming tool.

#16 THIS MONTH GEMOCIDE: PART 5



WELCOME TO Back to Basic: the section of OPS2 that shows what you can do with Yabasic, the program that comes free on the demo disc of any new PS2. This is part five of our Yabasic game Gemocide. We've printed the first four sections in previous issues of OPS2 and, over the coming months, will continue to build up the game for you. Simply insert the code where indicated. This month, moving the cursor around the board.

Place this code at Insertion Point 15

```
gosub processinput
if moved=0 then
  cdelay=cdelaybase
  cwait=0
fi
if cwait=0 then cwait=cwait-1 fi
```

Place this code at Insertion Point 16

```
rem #####
label processinput
joypad=peek("port1")
moved=0

if and(joypad,16)=0 and cy=10 then
  if cwait=0 then
    cwait=cwait-1
    cdelay=cdelay-1
    moved=1
  else
    if selection=0 then
      cy=cy+1
      moved=1
      cwait=cdelay
    else
      bx=ctx-cy=0
      slide=1
      moves=moves+1
      bd=0
      tyd=1
    fi
    fi
    fi
    fi
```

```
if and(joypad,32)=0 and cx=10 then
  if cwait=0 then
    cwait=cwait-1
    cdelay=cdelay-1
    moved=1
  else
    if selection=0 then
```

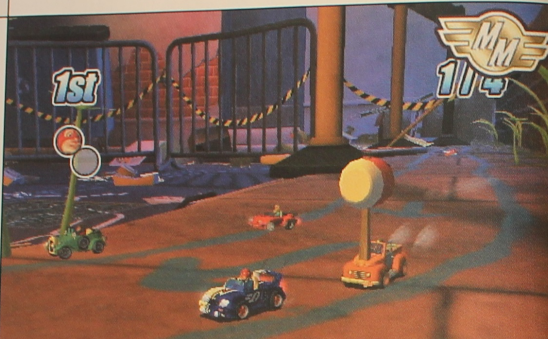
```
cx=cx+1
moved=1
cwait=cdelay
else
  bx=ctx-cy=0
  slide=1
  moves=moves+1
  bd=1
  tyd=0
fi
fi
fi
fi

if and(joypad,64)=0 and cy=1 then
  if cwait=0 then
    cwait=cwait-1
    cdelay=cdelay-1
    moved=1
  else
    if selection=0 then
      cy=cy-1
      moved=1
      cwait=cdelay
    else
      bx=ctx-cy=0
      slide=1
      moves=moves+1
      bd=0
      tyd=-1
    fi
    fi
    fi
    fi
```

```
if and(joypad,128)=0 and cx=1 then
  if cwait=0 then
    cwait=cwait-1
    cdelay=cdelay-1
    moved=1
  else
    if selection=0 then
      cx=cx+1
      moved=1
      cwait=cdelay
    else
      bx=ctx-cy=0
      slide=1
      moves=moves+1
      bd=0
      tyd=-1
    fi
    fi
    fi
    fi
```

```
rem Insertion Point 18
rem Insertion Point 20
rem Insertion Point 23
moved=1
return
```

*Next month: Part 6 of Gemocide.



It's hammer time! Flatten the opposition with a hefty blow.

BAZOOKA

EENY, MEENY, MINY, GO!

Infogrames announces the return of PSone fave *Micro Machines*.

CRUSHING YOUR MATE'S little plastic car with a mallet. Ring any bells? If you ever played *Micro Machines* on PSone, you'll no doubt have fond memories of its frantic Multiplayer mode and the hilarity that ensued once you discovered that mallet power-up. Well, now Infogrames has revealed it's bringing a *Micro Machines* game to PS2. But how do you improve on such a basic gameplay concept?

The first PSone title was released in 1997 under the title *Micro Machines V3* and offered simple top-down 3D racing. The clever bit was how the cars' 'micro' nature endowed the everyday household race track environments (kitchen table, back garden, bedroom) with a strange, surreal quality: teacups became giant obstacles, classroom rulers perilous bridges. Elsewhere, in a beach level, a sandcastle became a towering hill climb. And then there was that Four-player mode, which introduced a peculiar

control system whereby two players shared a joystick to control their vehicles.

Precious little information has been released about the PS2 version currently in development by Sheffield House, but screenshots suggest little has changed in terms of gameplay. Obviously, the graphics are obviously much improved. So far, we've seen a barnyard level, complete with roosters and hay bales, a crime level, which looks to be based around the location of a seedy drug den, and further stages set on a spaceship and in a jungle. No details yet on new power-ups or vehicles, but we're more than happy to see the return of the mallet. Spy would hazard a guess that multiplayer gaming will play a big part, too. Hopefully with PS2's MultiTap, we can say adios to those shared joystick difficulties. □ GW

**Micro Machines* will be released through Infogrames in November.



Farmyards, hoe-downs, roosters and fast cars. All we need now is a mini-Boss Hog and it's a *Micro Dukes of Hazzard*!

Vehicles aren't just limited to cars again. This pond level features micro speedboats.

TIME SPLITTERS 2



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"MERLIN IS ON HAND TO DISH OUT SAGE ADVICE AND TOASTY FIREBALLS"

LEGION, PG 062

FIRST COUNTACH

Race the world's most decadent automobiles in Rage's Lamborghini.

MAKING VIDEOGAMES BASED on one brand of car is potentially commercial suicide – no-one in their right mind would buy *Trabant Challenge* or *Yugo Rally*, would they? Only manufacturers of fast, sleek and aspirational vehicles could ever make the grade. Which is probably why Rage has obtained the licence for one of the world's most glamorous makes of car, the Lamborghini, for its latest racing game.

"We were attracted to Lamborghini because of its rich history of producing exotic high-performance sports cars," explains Stephen Powell, Project Manager at Rage Studios, Warrington. "The combination of flamboyant styling and extreme performance was an attractive prospect." To prove the point, Powell reels off a list of some 20 models of Lamborghini that will be available for selection in the finished game. These include the 350 GT, the first Lamborghini production car, and the rare Countach 25th GT, a race-prepared anniversary edition of the classic Countach.

In keeping with the high-flying nature of Lamborghini owners, you start the game by joining a Millionaires Club with an entry-level car. "The championship is split into a number of racing series based on car class," reveals Powell. "The player competes in the series with 15 other AI characters from the Club of varying skill and aggression." Forever reminding players that mere mortals aren't privy to the pleasures of a Lamborghini, your competitors are made up of pop stars, mobsters and obligatory dot com millionaires.

In order to make the game itself as attractive as the cars, Rage is utilising similar programming techniques to those seen in *World Rally Championship* and *SSX*. Powell also promises that his rendering team has gone above and beyond the typical PS2 'look' established by other racers. More details when we go hands-on. □ GW

*Lamborghini is scheduled for release on PS2 in June 2003.



The Thing gets ready to take over your PS2. What a handsome devil.

incoming

The most accurate release schedule in the biz.

August	Genre	Publisher
Conflict: Desert Storm	Combat sim	SCI
Gumball 3000	Arcade racer	SCI
Jimmy White's Cueball World	Snooker sim	Virgin Interactive
Mat Hoffman's Pro BMX 2	Extreme sports	Activision
Master Rallye	Rally sim	Microdis
Premier Manager	Management sim	Infogrames
Tiny Toons Adventure	Platformer	Swing
TOCA Race Driver	Racing sim	Codemasters

September	Genre	Publisher
Akira Psychoball	Pinball	Infogrames
Ape Escape 2	Platformer	SCEE
Colin McRae Rally 3	Rally sim	Codemasters
F355 Challenge	Racing sim	SCEE
Formula One 2002	Racing sim	SCEE
Gravity Games	Extreme sports	Midway
Hitman 2: Silent Assassin	Action/adventure	Eidos
Kelly Slater's Pro Surfer	Extreme sports	Activision
Legion: Legend Of Excalibur	Strategy	Midway
MX Superfly	Extreme sports	THQ
Onimusha 2: Samurai's Destiny	Adventure	Capcom

October	Genre	Publisher
Pac-Man World 2	Platformer	SCEE
Project ZERO	Adventure	Wanadoo
Reign Of Fire	Action	Bam! Entertainment
Space Channel 5 v2	Rhythm action	SCEE
Stuntman	Driving	Infogrames
Summoner 2	RPG	THQ
Sum Of All Fears	Action	Ubi Soft
Tekken 4	Beat-'em-up	SCEE
The Thing	Adventure	Universal Interactive
This Is Football 2003	Football sim	SCEE
Total Immersion Racing	Racing sim	Empire
Turok Evolution	FPS	Acclaim

November	Genre	Publisher
Blade II	Action/adventure	Activision
Dino Stalker	Lightgun shooter	Capcom
Dinaz	Platformer	PPG
IronStorm	FPS	Wanadoo
Gio Gio's Bizarre Adventure	Action/adventure	Capcom
Kingdom Hearts	RPG	SCEE
Legala 2: Duel Saga	RPG	Eidos
Need For Speed: Hot Pursuit 2	Driving sim	EA
Pride FC	Beat-'em-up	THQ
Red Faction 2	FPS	THQ
RoboCop	FPS	Titus Interactive
Rocky	Boxing sim	Rage
Shox	Arcade racer	EA
Sub Rebellion	Submarine sim	Metro 3D
Superman: Shadow Of Apokolips	Action/adventure	Infogrames
Taz Wanted	Platformer	SCEE
The Getaway	Driving/action	SCEE
The Terminator	FPS	Infogrames
TimeSplitters 2	FPS	Eidos
UFC: Throwdown	Beat-'em-up	Ubi Soft
Way Of The Samurai	Action	Eidos

December	Genre	Publisher
Blade II	Action/adventure	Activision
Dino Stalker	Lightgun shooter	Capcom
Dinaz	Platformer	PPG
IronStorm	FPS	Wanadoo
Gio Gio's Bizarre Adventure	Action/adventure	Capcom
Kingdom Hearts	RPG	SCEE
Legala 2: Duel Saga	RPG	Eidos
Need For Speed: Hot Pursuit 2	Driving sim	EA
Pride FC	Beat-'em-up	THQ
Red Faction 2	FPS	THQ
RoboCop	FPS	Titus Interactive
Rocky	Boxing sim	Rage
Shox	Arcade racer	EA
Sub Rebellion	Submarine sim	Metro 3D
Superman: Shadow Of Apokolips	Action/adventure	Infogrames
Taz Wanted	Platformer	SCEE
The Getaway	Driving/action	SCEE
The Terminator	FPS	Infogrames
TimeSplitters 2	FPS	Eidos
UFC: Throwdown	Beat-'em-up	Ubi Soft
Way Of The Samurai	Action	Eidos

January	Genre	Publisher
Blade II	Action/adventure	Activision
Dino Stalker	Lightgun shooter	Capcom
Dinaz	Platformer	PPG
IronStorm	FPS	Wanadoo
Gio Gio's Bizarre Adventure	Action/adventure	Capcom
Kingdom Hearts	RPG	SCEE
Legala 2: Duel Saga	RPG	Eidos
Need For Speed: Hot Pursuit 2	Driving sim	EA
Pride FC	Beat-'em-up	THQ
Red Faction 2	FPS	THQ
RoboCop	FPS	Titus Interactive
Rocky	Boxing sim	Rage
Shox	Arcade racer	EA
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Superman: Shadow Of Apokolips	Action/adventure	Infogrames
Taz Wanted	Platformer	SCEE
The Getaway	Driving/action	SCEE
The Terminator	FPS	Infogrames
TimeSplitters 2	FPS	Eidos
UFC: Throwdown	Beat-'em-up	Ubi Soft
Way Of The Samurai	Action	Eidos

KEY FPS = First-person shooter. RPG = Role-playing game.

February	Genre	Publisher
Lara Croft Tomb Raider: The Angel Of Darkness	Action/adventure	Eidos
Lord Of The Rings: The Fellowship Of The Ring	RPG	Universal Interactive
Micro Machines	Racer	Infogrames
Minority Report	Action/adventure	Activision
Primal	Adventure	SCEE
Rally Fusion	Driving	Activision
Ratchet & Clank	Platformer	SCEE
Rayman 3	Platformer	Ubi Soft
Riding Spirits	Racing sim	Bam! Entertainment
Run Like Hell	Action	Virgin Interactive
Sly Raccoon	Platformer	SCEE
Spyro The Dragon 4	Platformer	Universal Interactive
Star Wars: The Clone Wars	Action	Activision
Tony Hawk's Pro Skater 4	Extreme sports	Activision
The Sims	Life sim	EA
Tribes: Aerial Assault	FPS	Sierra
Twin Caliber	Action	Rage
Vexx	Platformer	Acclaim
World Rally Championship 02	Rally sim	SCEE
WWE Smackdown! 'Shut Your Mouth'	Wrestling	THQ
X-Men: Next Dimension	Beat-'em-up	Activision

March	Genre	Publisher
Auto Modellista	Arcade racer	Capcom
Batman: Dark Tomorrow	Action	Kemco
Devil May Cry 2	Action	Capcom
Lord Of The Rings: The Two Towers	Adventure	EA
Mortal Kombat: Deadly Alliance	Beat-'em-up	Midway
Star Wars: Bounty Hunter	Action/adventure	Activision

April	Genre	Publisher
Auto Modellista	Arcade racer	Capcom
Batman: Dark Tomorrow	Action	Kemco
Devil May Cry 2	Action	Capcom
Lord Of The Rings: The Two Towers	Adventure	EA
Mortal Kombat: Deadly Alliance	Beat-'em-up	Midway
Star Wars: Bounty Hunter	Action/adventure	Activision

May	Genre	Publisher
Aliens: Colonial Marines	FPS	EA
Big Mutha Truckers	Driving	Empire
Broken Sword: The Sleeping Dragon	Adventure	TBC
Bruce Lee: Quest Of The Dragon	Beat-'em-up	Universal Interactive
Clock Tower 3	Adventure	Capcom
Dragonball Z	Beat-'em-up	Infogrames
Dr Muto	Adventure	Midway
EverQuest Online Adventures	RPG	TBC
Far Cry	Action	Ubi Soft
Fear Effect: Inferno	Action	Eidos
Futurama	Adventure	SCI
Fugitive Hunter	FPS	Infogrames
Gadius	Strategy	Activision
Indiana Jones And The Emperor's Tomb	Action/adventure	Activision
Lamborghini	Racer	Rage
Malice	Platformer	Sierra
Metal Gear Solid 2: Substance	Action	Konami
Pillage	RPG	TBC
Powerpuff Girls	Action	Bam! Entertainment
Red Dead Revolver	Action	Capcom
Return To Castle Wolfenstein	FPS	Activision
Robotech: Battleyer	Mech action	TDK
RTX Red Rock	Action/adventure	Activision
Silent Hill 3	Survival horror	Konami
SOCOM: US Navy SEALs	Combat sim	SCEE
Soul Calibur II	Beat-'em-up	SCEE
Splinter Cell	Stealth action	Ubi Soft
Stargate: The Ark of Truth	Driving sim	Empire
Tenchu II	Adventure	Activision
Travis Pastrana's Pro MotoX	Extreme sports	Activision
True Crime	Driving/action	Activision
Virtual On: Rebirth	Lightgun shooter	SCEE
Wolverine's Revenge	Action	Activision
Wreckless	Driving sim	Activision
XIII	FPS	Ubi Soft
ZOE: The 2nd Runner	Mech action	Konami

*Game release dates are correct at the time of going to press.

SPY

MOST WANTED

For his PS2 paradise, Simon Haynes has opted for these great titles...



1. THE GETAWAY
"Gangster madness in the streets of London. Awright, guv'nor!"
Release date: **October**

2. STUNTMAN
"If any ramps, stunts and skids are involved, I want it!"
Release date: **September**

3. TOCA RACE DRIVER
"Finally, a racing game with a story rather than just race, race, win, win..."
Release date: **August**

4. V-RALLY 3
"Broken windows and crumpled bodywork. Just how I like it!"
Release date: **Out now**

5. COLIN MCRAE RALLY 3
"Another top racer from Codemasters, but will it topple the likes of V-Rally 3?"
Release date: **September**

6. AUTO MODELLISTA
"Mad, cartoonish, bonkers, Japanese racer with cool cel-shaded graphics!"
Release date: **December**



7. RALLY CHAMPIONSHIP
"It may not be Gran Turismo 3, but, boy, is this one fast racer!"
Release date: **Out now**

8. MAY PAYNE
"If you want to have such detailed environments..."
Release date: **Out now**

9. THE THING
"Aargh! A horror game that should topple the likes of Resident Evil!"
Release date: **September**

10. MEDAL OF HONOR: FRONTLINE
"I've never been into the series, but this is one cool shooter!"
Release date: **Out now**

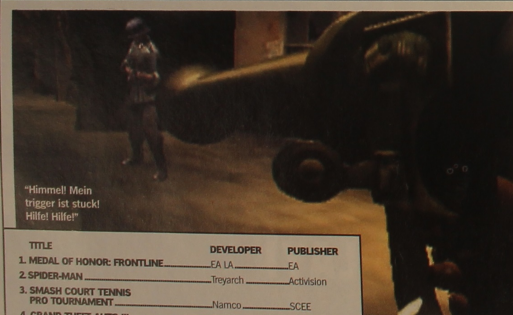
YOUR GO!
Drop us a line with the games you can't wait for and why. Plus a photo of yourself and we'll do the rest. Most Wanted, Official PlayStation 2 Magazine, Future Publishing, 30 Moorcroft Street, Bath BA1 2BW. Email: PS2@futurenet.co.uk



BLUE LINES

» PS2 can confirm that the next game by Burnout creators Criterion Software will be an FPS. The title will not be published by Acclaim » Tecmo has officially announced the development of Dead Or Alive 4 with a Japanese release date set for some time in 2003. No destination platform or other details have been announced » Rumours suggest that Sega Sonic Team plans to bring the recently announced Gamecube title *Sonic Mega Collection*, a compilation of classic 16-bit Sonic titles for Sega Mega Drive, to PS2

PS2 CHARTS



"Himmel! Mein trigger ist stuck! Hallel Hallel!"

TITLE	DEVELOPER	PUBLISHER
1. MEDAL OF HONOR: FRONTLINE	EA UK	EA
2. SPIDER-MAN	Treyarch	Activision
3. SMASH COURT TENNIS PRO TOURNAMENT	Namco	SCEE
4. GRAND THEFT AUTO III	Rockstar North	Rockstar
5. SOLDIER OF FORTUNE: GOLD EDITION	Raven Software	Codemasters
6. TIGER WOODS PGA TOUR 2002	EA Sports	EA Sports
7. V-RALLY 3	Eden Studios	Atari/Infogrames
8. GRAN TURISMO 3: A-SPEC (PLATINUM)	Polyphony Digital	SCEE
9. FINAL FANTASY X	Square	SCEE
10. RESIDENT EVIL: CODE VERONICA X (PLATINUM)	Capcom	Capcom

*Source: ELSIPA (UK) Ltd w/e 13 July



#2: SPIDER-MAN

Riding on the success of the blockbuster movie, Activision's solid third-person adventure retains its top three spot. It may stick to the PSone's tried-and-tested gameplay formula, but provides enough web-slinging action to keep all but arachnophobes entertained.



#3: SMASH COURT TENNIS

EA's Wii first-person shooter retains its premier position in a month not exactly brimming with top class releases. Still, from the gushing responses posted on many of the Web's gaming discussion boards it's clearly a widely held opinion that MOH is one of the best PS2 games to date.

#1: MEDAL OF HONOR: FRONTLINE

EA's WWII first-person shooter retains its premier position in a month not exactly brimming with top class releases. Still, from the gushing responses posted on many of the Web's gaming discussion boards it's clearly a widely held opinion that MOH is one of the best PS2 games to date.

LEISURE SOFTWARE CHARTS COMPILED BY CHARTTRACK © 2002 ELSIPA (UK) LTD

GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 IRISH PS2 GAMES

1. MEDAL OF HONOR: FRONTLINE	EA
2. SPIDER-MAN	Activision
3. SOLDIER OF FORTUNE: GOLD EDITION	Codemasters
4. GRAND THEFT AUTO III	Rockstar
5. TIGER WOODS PGA TOUR 2002	EA
6. FINAL FANTASY X	SCEE
7. GRAN TURISMO 3: A-SPEC (PLATINUM)	SCEE
8. WORLD RALLY CHAMPIONSHIP (PLATINUM)	SCEE
9. V-RALLY 3	SCEE
10. LMA MANAGER 2002	Codemasters

*Source: ChartTrack w/e 13 July

TOP 10 FRENCH PS2 GAMES

1. V-RALLY 3	Infogrames
2. MEDAL OF HONOR: EN TENE LIGNE	EA
3. SMASH COURT TENNIS PRO TOURNAMENT	SCEE
4. FINAL FANTASY X	Konami
5. PRO EVOLUTION SOCCER	SCEE
6. SOLDIER OF FORTUNE: GOLD EDITION	Codemasters
7. SPIDER-MAN	Activision
8. GRAND THEFT AUTO III	Rockstar
9. LE TOUR DE FRANCE	Konami
10. FI 2002	EA Sports

*Source: www.mikromania.fr w/e 13 July

SPY

"ADMITTEDLY, IT MAKES HER LOOK LIKE SHE'S BATHING IN A TUB FULL OF RABBITS"

CHARACTER ASS. PG 061

POWER TO THE PEOPLE

The Powerpuff Girls are here. Meet Blossom, Bubbles and Buttercup.

THE CARTOON NETWORK'S kitsch Powerpuff Girls will make an appearance on PS2 in *Mission In Action* (working title, currently in development by VIS Entertainment). The popular cartoon was originally a college project created by animation student Craig McCracken while at the California Institute Of The Arts. When McCracken presented his short to Cartoon Network executives, it was snapped up for a series and a film to be released here on 18 October.

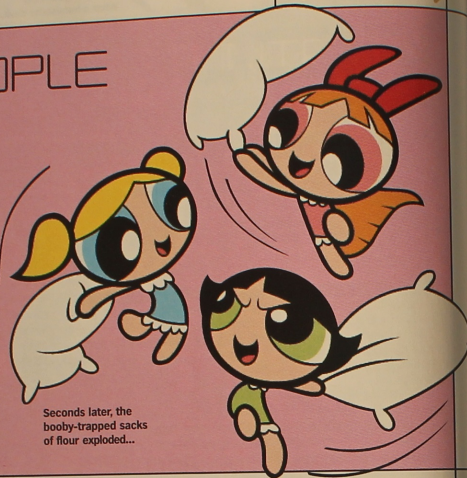
Blossom, Bubbles and Buttercup make up the Powerpuff girls gang. Blossom is the leader, Bubbles the free spirit and Buttercup the tough fighter. Their motto is to 'save the world before bedtime' and the cartoon has become something of a cult classic - think *Hello Kitty* crossed with *Charlie's Angels*.

In *Mission In Action*, popular villain Mojo Jojo has somehow summoned a race of mutants to

Townsville in a bid to become Mayor, and it's up to the Girls to fend off the perilous 'alien pickles'. The backdrop for the action is Townsville, which is rendered in full 3D and appears exactly as it does on TV. VIS has replicated the pastel hues and cel-shading effect of the cartoon with flair, despite the tone of the game being rather different to its signature hit, *State Of Emergency*.

Spy can confirm from the level we played that the animation is smooth as the girls zip around the town. All three are playable characters and you can switch control at the press of a button. VIS is working on a total of 30 different missions with the Girls' main objective to boost their popularity meter by beating up mutants using their superpowers and attack moves. **GW**

*The Powerpuff Girls: Mission In Action is out in November via Bantam Entertainment.



Seconds later, the booby-trapped sacks of flour exploded...



BLUE LINES

Two US Universities in California and Pennsylvania have announced they will be running courses in Game Art & Design. The courses will focus on providing the skills needed for game development with emphasis in character development, visual storytelling, game design strategy, 3D animation and texture-mapping. For those interested check out www.aionline.edu or www.alcastail.edu. Team 17 announced it is bringing a 3D version of *Worms* to PS2 in 2003 which will see a return to the classic turn-based combat system.

RIISING TO THE CHALLENGE

Sega aims to sort out the men from the boy racers with *Ferrari F355 Challenge*.

AS FAR AS SEGA'S CONCERNED you can take your arcade-style racer and drive it off a cliff, because, as Jarvis Cocker so memorably observed, this is hardcore. *F355* was originally released on Dreamcast and swiftly built up a reputation as the most uncompromisingly realistic driving game ever committed to console. Now PS2 pundits can enjoy Sega's elite roadster's painful authenticity for themselves, because SCEE will release it this September.

Given the game's hardcore reputation, it's surprising to discover that the arcade version was originally created by

AM2 - the legendary Sega development team led by Yu Suzuki, the brains behind *OutRun*, *Virtua Fighter*, *Hang-On* and *Daytona USA*. The arcade version stood out because of its three-screen setup, with the two side monitors superbly extending your peripheral view of the track.

Obviously, this won't feature in the PS2 take on *F355*, but what you will get are six beautiful circuits, including Suzuka, the Motegi Oval Speedway and Ferrari's custom-built test circuit at Monza. Thankfully, for those of us who've never actually driven one of these magnificent machines

[and that's pretty much all of us, right?] the game also includes a variety of driver aids to ease you into the experience. Even if this version is slightly more approachable, however, it's still not going to suit those who believe perfect cornering involves bouncing cars off walls at right angles. *F355* is a game designed by and for racing purists, and that suits Ferrari fans just fine. **TC**

**F355 Challenge* is being published by SCEE and, as with other Sega conversions, will feature full 60Hz mode support.



www.becks.co.uk



COLOUR BLIND

SPY

GIVES YOU RINGS!

New *Lord Of The Rings: The Two Towers* details straight from the developer.

FOLLOWING ON FROM last month's exclusive first look at EA's upcoming hack 'n' slash epic, *Lord Of The Rings: The Two Towers*, OPS2 proudly brings you more hot-off-the-press Tolkien info. This time, we've gone direct to the developer Stormfront and asked Senior Producer Scott Evans about characters, the fighting system and how the *The Two Towers* will tie in with the next Peter Jackson film of the same name. Here's what he had to say, and remember – you won't read this anywhere else...

FIGHTING

The Two Towers is bringing full-on hack 'n' slash action to the Lord Of The Rings series. Can you tell us about the battle system?

We've created a fighting system that is accessible yet increasingly complex to keep the action fresh and the player wanting to defeat the Orcs. You can only get so far by simply mashing buttons. The fighting controls intersect with a complex AI system that we call the Battle Manager. This system creates and manages massive battles between Orcs, Elves and the armies of Men... and you're right in the middle of the action.

During combat, you have many different moves at your disposal, which range from basic combo attacks to complex killing move sequences. You can also use your bow, throwing knives or throwing axes to take out enemies at range, or up close if you're really skilled.

We've carefully crafted a gameplay experience that is accessible, but offers layers of complexity that experienced gamers can unlock if they have the necessary skill. Mainstream gamers can quickly pick up the controller, hit buttons and succeed. However, the game quickly offers challenges which require a deeper level of competence.

CHARACTERS

How many different characters will we be able to play as in The Two Towers? Do they have their own special characteristics – special skills, weapons and so on?

In the PS2 version, players will have the opportunity to select at the beginning of each level from the three main action heroes: Aragorn, Legolas and Gimli. Each one has unique characteristics, including fighting styles and weapons. The other members of the Fellowship will play alongside you when appropriate. So if you choose to play as Aragorn, you can expect to see Legolas and Gimli – and perhaps Gandalf and Frodo, depending on where you are – fighting at your side as computer-controlled allies.

There's a strategic element to choosing your character. This is because each one has different levels of combat which are suited to particular sections of the game. We're also going to include a large amount of secret material and exclusive film content that players can unlock.

THE FILM AND THE GAME

The last Lord Of The Rings game was a massive success. How do you intend to use the imagery and style of the movie in the videogame?

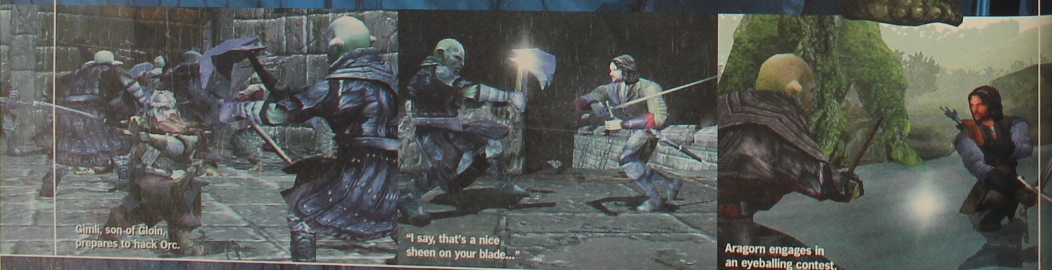
The source materials we're using are directly from the movies, courtesy of our partners: New Line Cinema and Peter Jackson's production team. The gameplay spans the story of the first two films. As such, there's an incredible amount of material. In fact, our first challenge was to pick and choose from some of the most awesome film sequences ever created.

Our goal is to stay true to the vision created by New Line Cinema and Peter Jackson, and I believe we're doing just that. Visually, our game mirrors the film's look and style. We want people to play our game and say to themselves, 'Wow! Is that scene from the film or the movie?' So far, we're very pleased with our progress.

The actual production of the game is realised through a close, collaborative relationship with New Line Cinema and Peter Jackson's production units in New Zealand. This exclusive relationship gives us access to every detail imaginable, thus enabling us to achieve a close visual correlation to Middle Earth. Our game will deliver an interactive experience of *The Lord Of The Rings* movie. □ GW

"As part of our continuing coverage of one of the most exciting future PS2 releases, we'll be bringing you an in-depth first look at the game next month. Lord Of The Rings: The Two Towers will be released by EA in December."

///"Our first challenge was to pick and choose from some of the most awesome film sequences ever created"//



CHARACTER ASSASSINATION

Lara would never keep still, the *Dead Or Alive 2* girls would make you feel inadequate and *Clare Redfield* would be prone to violent mood swings. So in the absence of a perfect PS2 game woman, we created her. Form an orderly queue – and no drooling, please...

WORDS: GEORGE WALTER/ILLUSTRATION: DANIEL MACKIE

CHARACTER ASSASSINATION #012 THE PERFECT GAME 'BABE'

1. Princess Yorda's platinum pixie bob haircut – because with that engaging barnet she looks stylish.

2. The sapphic tendencies of Hana and Rain from *Fear Effect*. Because all women are secretly lesbians. Aren't they? Ouch, what was that slap for?

3. The supremely toned stomach of Keira from *Jok And Dexter*. Even though we weren't really meant to be thinking those kind of thoughts.

4. A couple of huge weapons. Normally, female characters are fobbed off with a pathetic staff or some kind of weedy martial arts skill. What about the Redeemer from *Unreal Tournament* and the flame-thrower from *TimeSplitters 2*. Remember, size matters (especially to a woman).

5. Skin-tight shiny PVC trousers. See Elise from *SSX Tricky* – she keeps her pins warm, increases her aerodynamics and guarantees male attention during character selection screens.

6. Emma's glasses from *MGS2*. You know that a woman who wears goody specs almost always looks the bitch when she takes them off.

7. The sass of *Utaite* from *Spike Channel 5*. *Perfection* doesn't exist in real life; but we can have the anime-fucked *Bardol* doll-looks of Sega's sexy dancer.

8. Lulu's low-cut fun-filled top from *Final Fantasy X*. Admittedly, it makes her look like she's bathing in a tub full of rabbits, but at least it shows off her gorgeous shoulders and designer jewellery.

9. The physique of Anna Kournikova from *Smash Court Tennis: Pro Tournament*. Her disappointing current form on the court reinforces arguments that Anna should swap tennis for modelling. Playboy beckons.

10. For that real woman factor: Rosemary from *MGS2*. Calls Raiden up just before he's about to get his ass kicked by 60-foot high robots. To talk about relationships.



IN DEEP WATER

Metro 3D raises the periscope for *Sub Rebellion*. Going down...

METRO 3D HAS ANNOUNCED that it's bringing submarine action game *Sub Rebellion* to PlayStation 2. Previously released in Japan under the moniker *-U- Underwater Unit*, the game's been developed by Irem, the innovative team behind cult fave *Polaroid Pete* and, more recently, earthquake sim *Zettai Zetsumel Toshi*. It's the first such title to appear on PS2.

But forget about the leaky rust buckets you may have seen on *Das Boot*: *Sub Rebellion* is set in a technologically advanced future, 2139 to be precise, where severe tectonic activity has submerged most of the planet's surface. In the aftermath, two rival factions have emerged: the Megis Empire and the Alliance Army. You play the captain of an experimental Cetus sub, undertaking numerous undersea and sea-to-surface missions to counter the Empire's threat – with torpedoes, depth charges and surface-launched

homing missiles your means to fame, glory and, er, oh yeah, liberation. The Cetus itself is equipped with a high-powered sonar which you can use to locate enemy forces or discover bonus items scattered over the sea bed.

We've had a finished version of the Japanese title in the OPS2 office for a while now and, despite the obvious language barrier difficulties, it's proved to be quite a diverting shooter. Alongside PS2's other more sedate sub-aquatic titles, Capcom's *Everblue* and Sega's *Ecco The Dolphin*, it's a welcome action-filled blasterna, packed with varied missions and impressive high-powered weaponry. Full review next issue. □ GW

Irem's Sub Rebellion is being published in the UK by Metro 3D. It's due out in October.

SPY

"By the power of Gryps... Oh, hang on, wrong movie. Sorry!"

7 SWORD IN THE STONE

Expect swords and strategy from Midway's *Legend Of Excalibur*.

WHEN IT COMES TO sword and sorcery games, using the Arthurian myth as your source material is about as close as it comes to having the official licence. The latest attempt to do the subject justice comes in the form of 7 Studios' *Legion: The Legend Of Excalibur*. Playing as King Arthur (natch), it's up to you to recruit the knights of the Round Table for the mother of all slice 'n' dice sessions.

The game is a hotchpotch of RPG, strategy and action elements, with the end result coming across pitched somewhere between *Baldur's Gate* and *Gauntlet*. As you progress through the 13 missions on offer, your party of noble knights will inevitably grow beyond the maximum three you can use on-screen at any one time. However, this does open up greater strategic possibilities, because it means you need

to keep rotating characters to maximise their fighting potential. Needless to say, Merlin is also on hand to dish out sage advice and toasty fireballs.

As well as Arthur's legendary blade, *Legion* also features over 100 different items, including armour, weapons and magical artefacts, which should provide plenty of scope for customising your characters. Although technically speaking the game hardly looks cutting edge, the squad-based approach to dungeoneering should find favour with RPG fans who prefer a more tactical approach and secretly dream of finding magical women living in their local pond. **TC**

"Legion: The Legend Of Excalibur will be released on 27 September, published by Midway."

THE BURNING QUESTION

PS2 grills the videogames industry's finest on a hot topic.

THIS MONTH ARE VIDEOGAME SEQUELS A GOOD THING FOR THE PS2 GAMER?

	Sequels are a big part of videogames. What argument can you give 'against' sequels?	So can you give an argument 'for' sequels?	Which sequels have significantly surpassed their originals?	So could sequels ever be fairly described as a lazy option for videogame developers?	Are videogame sequels a good thing for the PS2 gamer?
NICK BAYNES DEVELOPMENT DIRECTOR CLIMAX GAMES	Done badly, a sequel can repeat its predecessor's mistakes and offer the player nothing new. If you're going to fork out your hard-earned cash for a sequel, it has to offer something different, unless it was pretty damn perfect the first time around.	Improvements made to a nearly great game can turn a sequel into a really great game. If the original team works on the sequel, it can give them the chance to do all the cool stuff they had to cut from the original.	GTA3 is the obvious answer. Sequels that work best tend to be those whose prequels were already polished, so "significantly surpassed" is a hard one. <i>Pro Evolution Soccer 2</i> , for example, isn't a significant leap forwards, but fans will have a hard time going back once they've played it.	No. Maybe in some cases they could be considered a lazy option for publishers (lame old known sales base, sometimes cheaper development budgets, etc), but in terms of the developers, it's fair to say that just as much blood, sweat and tears will be spent on a sequel as an original.	
ALEX WARD CREATIVE DIRECTOR OUTPOST STUDIOS	When a bad game first time around spawns a series of more bad games. <i>Army Men</i> , anyone?	When they are actually more exciting than the first iteration (which is amazing).	Personally, I felt <i>SSX Tricky</i> was spectacular and I loved <i>Medal Of Honor: Underground</i> . Then, of course, there's the forthcoming <i>Burnout 2: Point Of Impact</i> .	Making games is never easy. Never has been, never will be. Developers don't have it easy: it can be a lazy option for some publishers, though.	
CHRIS SORRELL EXECUTIVE DIRECTOR SCE STUDIO CAMBRIDGE	A bad sequel offers nothing new – and loses the magic of the original. Perhaps the game mechanics or story are wearing thin by the time the player gets to the end of the first game.	A sequel may often be better than the original because the developer has learned lessons creating the first game. They have a better idea what people did and didn't like about it, and can then spend more time on a sequel's gameplay and polish.	There are plenty of games that I think are as good as, or slightly better than, the originals – <i>MGS1/2</i> , <i>Resident Evil</i> , <i>Spyro</i> – but few surpass their forebears. Often there can be a charm to an original game that it takes a lot of new ideas and technical gloss to surpass in a sequel.	Yes. But I don't think it's fair to tar everyone with the same brush on this one... Good developers will produce sequels with integrity that recapture the essence of the original game but take it in a new direction and give it new life. Lazy developers may just rehash the first game.	

PlayStation 2

INFOGRAMES



HAVE YOU GOT THE BALLS?

Slam Tennis goes where no tennis game has gone before – this is liquid tennis with attitude. A game that recreates then amplifies the excitement, atmosphere and challenge of modern professional tennis. In Slam Tennis overcoming your opponent is only part of the challenge.

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Liquid tennis with attitude

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WORDS: PAUL FITZPATRICK/IMAGE: MARTIN BURTON

Gavin Raeburn

After repeatedly pushing the PSone to its limit with the body panel pummelling realism of TOCA racing series Producer Gavin Raeburn is all set to give the PS2 a workout with *TOCA Race Driver*.



When it comes to hardcore videogame racing, Formula One certainly has its fans, but for serious petrol heads who also like to enjoy themselves, TOCA has long been the daddy of the track. With its supercharged cars, tension-filled pack racing and 'man from the boys' realism, Touring Car Racing is the perfect antidote to sterile driving sims. With Codemasters' latest *TOCA* title out on PS2 this month, we caught up with the man behind the series, Producer Gavin Raeburn, and asked him about *Race Driver*, the competition – and Bob Hoskins...

TOCA Race Driver is a pretty radical overhaul of the series. Did you sit down and decide which aspects of driving games you wanted to change in general, or was it more a case of focusing on how *TOCA* should evolve?

Race Driver is the fourth title in the series, so we did as we do with any of our games and looked at every competing title to see what they were currently doing and where the result was heading. We found that most racing games were getting stuck in a rut. And one of the main reasons for this was that they were lacking in the personality you see in real life sports. In Formula One, for instance, you've got Schumacher, but no F1 game seems to have him positioned prominently. That seems crazy. So what we wanted to do with *Race Driver* is get that characterization in. To give a bit more of a human touch to the game.

Where would you say *TOCA Race Driver* sits alongside a game like *Gran Turismo 3*? We're not competing with *GT3* really. We're a pack racing game based on good AI, close racing and damage. That's something that *GT* isn't. In many ways, *GT* is more of a 'collect-em-up'. You collect a new car, race for a bit and you get another car. It's very different to what we're doing, so even though the games are in the same genre, they're poles apart really.

How have you gone about developing the AI for Ryan's opponents?

The AI itself has been in development since the early days of *TOCA*. We've added and changed elements over the years, but good AI is hard to implement. The easy way to do it is to have cars just following lines,

but in real life you have the width of the road to use. And though you do stay on the racing line most of the time, when it comes to overtaking and undertaking, there are all sorts of different techniques. And if you don't have a good adaptive system that can look far enough ahead and judge the condition of the road, you can't really let the AI push the physics to the limit.

The context-based menus, the cut-scenes and the story really give the game warmth. Have you achieved everything you set out to do in this area?

This is the first step with the Story mode. We knew it was the way forward for racing games. I guess whether or not we've achieved that is down to the public to decide. But certainly I feel it's the right way forward. We've learned some

"We were thinking about Bob Hoskins to voice the crew chief. We decided it wasn't going to add much to the game"

lessons along the way, and on the whole we're very pleased with the way it's turned out.

What kind of lessons have you learned?

The main difficulty we had was the fact that you can go anywhere in the game. It's an open structure and you can go from championship to championship at any time. Now, most story-led games will have just FMVs playing. We couldn't do that. We had to have scenes play live at each location. It's got the added benefit that you then see the car you've been racing, and you see the track you've been racing on within that scene. But from the production point of view, you've got lots of different scenarios to test. That's probably been the biggest difficulty we've had, making sure all the scenes work.

Can you tell us about the motion capture process you used for the cut scenes?

There are two sides to this. The technology used for motion capture moves forward at such an alarming pace, but at the same time it's still very difficult to have motion capture done for a body and a face at

the same time. Particularly if there's more than one person in a scene. It makes it difficult for the actors to act naturally if they have to do all the bits separately. In *Race Driver*, the actors were filmed in the scene at the same time. They all acted and spoke and it makes the scenes much more natural. We also got in a director as well to lay down the scenes beforehand, so we could emulate real camera movements.

Did you ever consider getting stars to do voices in the game?

We did. We were thinking about Bob Hoskins to voice the crew chief. But we decided it wasn't going to add much to the game. Next time we'd like to do it. I'd like to get the faces in there, too.

In a fantasy world with unlimited time, money and talent, what would you like to incorporate into the *TOCA* world?

I'd like to use more of the licensed drivers in the game: actually put them in so they can be walking around and talking. But then you're getting into the realm of image rights and that's quite an expensive thing to do.

What would you identify as the key bad habits of other driving games?

On the face of it, a driving game is potentially the easiest game to create: if you want to get a car on a track following AI lines, you'll get something that looks like a real racing game. But when you look a bit deeper, all the complexity of a good racing game comes in the physics, the damage and so on. It's not just the car physics, it's the link between the physics and the player. That's what I see is quite often missing. A car should feel as natural to drive in a game as it does in real life.

So far with *TOCA*, each game has marked a leap beyond the previous title. Is the *TOCA* concept pretty much perfect now?

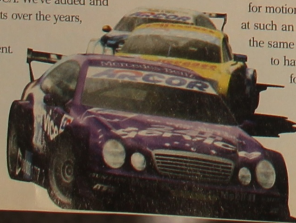
Oh no. There's still a way to go. We've been talking about ideas for *Race Driver 2*. There are some really nice ideas flying around that we'd like to put in there which I think would surprise a few people. We're looking at more varied racing types, and working on perhaps... no, I'd better not say...

Of the 30+ cars that feature in *Race Driver*, what's your personal favourite?

I'd have to say it's one of the simplest to drive: the MG Lola Le Mans. That's also because it's just so fast. If you're driving the Lola at Monza it's like entering warp speed. It's incredible! I really like that. □

Curriculum Vitae

Name: Gavin Raeburn
Job title: Head of Studio and Producer of the *TOCA* series, Codemasters
Date of birth: 26/04/68
Place of birth: Newcastle
Gameography: Thunderbolt, Pro Skateboard Simulator, Laser Force, Pro Tennis Simulator, Rally Cross Simulator (all Commodore 64), Psycho Pinball (PC), *TOCA Touring Car Championship*, *TOCA 2*, *TOCA World Touring Cars* (all PSone), among others. Raeburn also composed the music for around 20 early Codemasters releases, including many of the Dizzy games, Robin Hood and Firehawk.
Hobbies: Playing the keyboard (at his home recording studio), watching sci-fi or thriller films.



TOCA Race Driver: full review on page 092.



Rude drivers are Raeburn's real-life bête noire: "Anyone who sticks their fingers up really winds me up!"

next month
in the october issue of

PlayStation[®]2
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TIMESPLITTERS 2

MURDER, MAYHEM, MULTIPLAYER MADNESS AND MONKEYS WITH GUNS... READ THE WORLD EXCLUSIVE REVIEW AND PLAY THE HUGE DEMO, ONLY WITH OPS2!

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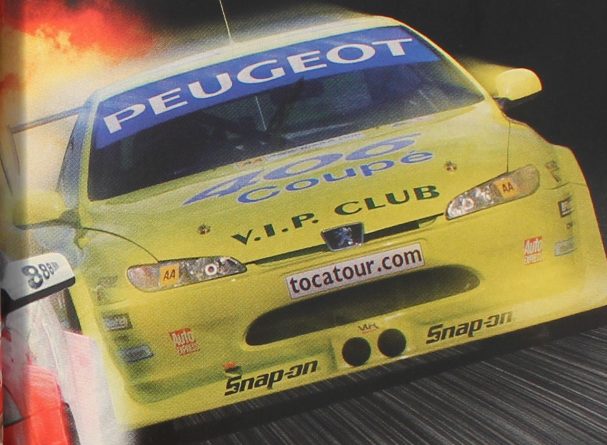
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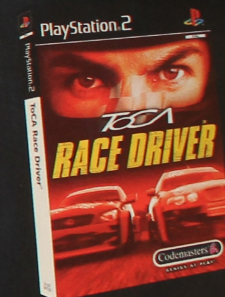
THE FINISH LINE IS JUST THE BEGINNING

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For the latest on Toca Race Driver visit:
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TEXT: DEAN EVANS/PHOTOGRAPHY: GAVIN ROBERTS

CLAWS 'N' EFFECT

Scowling superhero and sometime X-Man Wolverine is set to star in his own 3D adventure from Activision. But games based on comic books haven't had the best of reputations. OPS2 visits Genepool Software, developer of *Wolverine's Revenge*, to discover if justice will be done to everyone's favourite hirsute mutant.

The game is big on spectacular action.

Play it sneaky or go in claws sharpened.



Of all the X-Men, Wolverine is arguably the most videogame-friendly. He's a man with a mysterious past, and therefore comes with a ready-made 'who am I?' plot. As a one-time assassin, his abilities peg him as perfect 3D adventurer material – an expert in close-quarters combat, incredible healing properties,

enhanced senses, an adamantium-laced skeleton and retractable claws. A game based on fellow mutant Cyclops would simply be a shallow 3D shooter while Jean Grey's telepathic abilities only lend themselves to a giant X-Men version of *Tetris*. Something based on Storm could be interesting: the ability to unleash *Colin McRae Rally 3*-style weather effects would be very pretty, but it's hardly got the makings for lasting gameplay.

Wolverine, on the other hand, is a one-man army. In his current comic incarnation, and like Hugh Jackman's portrayal of him in the *X-Men* movie, Wolverine is less a spandex-clad vigilante and more a scowling biker anti-hero. *Wolverine's Revenge* hopes to take advantage of this moody magnificence. While the game mechanics sound like standard fare (third-person view, jumping, fighting, object collection) the game itself is anything but. Even now this 3D combat adventure is blessed with fantastically detailed graphics, a dark design and an

//Enemies won't get far attacking Wolverine on their own, so AI will make them gang up or attack with big weapons like flamethrowers//

intuitive, satisfyingly acrobatic combat system. The game's developer, Genepool Software, is building eight huge levels, each one dotted with puzzles, populated by enemy guards (with night-vision goggles, body armour and so on) and protected by super villains.

Although *Wolverine's Revenge* isn't due for release by Activision until spring 2003, OPS2 recently infiltrated the Genepool HQ to hunt for more information. There we found Development Manager Craig Houston and forced him to spill the genetically modified beans on his latest project.

X-MAN

The 3D adventure genre is an overcrowded one, so with *Wolverine's Revenge* Genepool is trying to do something a little bit different from the rest of the pack. Designed to embrace Wolverine's abilities, the

Craig Houston: not a mutant producer.

Wolverine will have special moves to add to his hack 'n' slash combat.

Juggernaut. Don't touch his helmet...

WOLVERINE'S REVENGE

Not a blue/yellow leotard in sight...



HAPPY AS LARRY
The script of *Wolverine's Revenge* was penned by comic industry veteran, Larry Hama.

Hama began his writing/editing career working on *Crazy Magazine* at Marvel. From this humble beginning, he went on to write all 155 issues of *Cl Joe: A Real American Hero* between 1982 and 1994. After the roaring success of *Cl Joe*, Hama was asked to breathe life into the slumping *Wolverine* series and was responsible for much of the detail concerning the character's history, Department H and the Weapon X program. After stints on *Daredevil*, *Conan*, *Batman* and *Gen X*, Hama plans a new four-shot *Wolverine* series entitled *Logan: Year Zero*. Trivia buffs may be interested to learn that Hama played a Korean soldier in an episode of *M*A*S*H* (Korean Surgeon) and has been quoted as saying that his dream comic project would be a fantasy series entitled *The Ghost Of Elvis vs The Killer Bimbos From Beyond The Bermuda Triangle*.

X-CITEMENT

A criticism that's often been levelled at 3D combat adventures is that the way you play one level is the method you use to play them all. There are few surprises. So the most important design element in developing *Wolverine's Revenge* is variation. "We've planned eight levels, including both indoor and outdoor environments – claustrophobic prisons and caves on the one hand, sprawling military bases and forests on the other," explains Houston. "Throughout the game, Wolverine has access to a range of standard and special moves – big, choreographed combat sequences that can be executed quickly and easily. The characters on the early levels are generally soldiers and guards, mere mortals. But as the game progresses, Wolverine starts to encounter tougher characters – enhanced humans, then robots (Void Droids) and an array of supervillain 'bosses' which include arch-enemies Sabretooth, Magneto and Juggernaut."

X-HILARATION

"One of the elements we're most proud of in *Wolverine's Revenge* is the combat," enthuses Houston. "We found that a lot of 3D adventures often have a simplistic fighting system. It's just bash-bash-bash, using the same button or a combination of several buttons. When you get a character like Wolverine who is extremely agile and can do all sorts of moves, you want to add special attacks to the basic punch and kick arsenal." The key was to devise a control system that offered variety without becoming too complex and unwieldy. In *Wolverine's Revenge* the developer has implemented the use of a single action button to pull off a range of special

//Wolverine has access to a range of special moves – choreographed combat sequences that can be executed quickly and easily//

pre-choreographed moves. "These moves are only available at certain times," continues Houston. "When a directional indicator appears on the floor and the word *Strike* flashes up on the screen, then something special is available. These big combat sequences are based on the context of those around you. There are moves for dealing with two or three people and for enemies attacking from different angles. So Wolverine might pull off a flying head-butt, a spinning drop-kick, or a savage multiple stabbing. It depends on the situation."

X-TREME

"Wolverine is a tough character, with the ability to fight with or without his deadly claws extended. So we had to deal with the fact that he should be able to decimate his human opponents. It became clear that we needed to put a lot of them in. Obviously these guys realise they won't get far attacking Wolverine on their own, so the AI will make them gang up or attack with bigger weapons – flamethrowers or rocket launchers for example." Wolverine can also pick up his human opponents, use them as weapons, or even cruelly throw them onto a minefield to detonate the explosives. "We've also designed points where Wolverine can remotely control robots or man gun emplacements, adding a projectile element to the gameplay which the character wouldn't normally have."

X-PERIENCED

In addition to his fighting skills, Wolverine has heightened senses. At different points during the game the player can take advantage of these senses in a variety of ways. Using his enhanced vision, for example, Wolverine can make out footprints on the ground, highlight buried mines, even see the heat glow around a hidden enemy. Wolverine also has the



Where Wolverine was made.



Game artwork was submitted to Marvel comics for approval.



Boss battles test those super-skills.



The game boasts eight vast levels, set indoors and out.

WHO IS WOLVERINE?

Not only is he a mutant, but he's a mutant with a hidden past. Comic book lore marks the first appearance of Wolverine in *Incredible Hulk* #180. Known as Logan, his mutant abilities include enhanced eyesight and smell plus extraordinary hearing. He is also blessed for cursed, depending on your point of view with two sets of three bone/blade claws which can shoot out from his knuckles. Logan's body also demonstrates incredible healing abilities – an advanced rate of cell regeneration and resistance to disease and poisons.

This healing ability is the main reason why he was taken against his will for the Weapon X program. In a secret lab in the Canadian wilderness, scientists laced Logan's bones with the metal adamantium, making them virtually unbreakable. Having replaced his memories, Logan was trained as an assassin (codename: Wolverine) before joining the X-Men. The hero with the lambs chop sidekicks currently bunks at the Xavier Institute for Higher Learning, home to the Children of the Atom.





Q&A

THE COMIC ART
The code we watched of *Wolverine's Revenge* was still pretty early, but we witnessed smooth animation, gorgeous texture detail and breathless brawling. QPS2 asked Art Director Tarlochan Randhawa how he brought Wolverine to life.

How true to the comic book hero is the digital Wolverine? All the elements that fans know are there – the healing, the ability to cut through solid objects, the heightened senses. Obviously, everything we've done has had to be approved by Marvel. While we started out with Wolverine in one of his older comic costumes (the blue and yellow one) through development, we moved towards a look that's closer to the movie and what you see in the current comics. We'll probably end up changing Sabretooth's costume in the same way, so he'll be a down and dirty biker rather than a big guy in a spandex leotard.

Has the design developed as the project has progressed? Absolutely. Different comic artists add their own stylistic elements to a superhero character, retaining the overall look but adjusting some of the smaller details. We've also been able to do this. Marvel was happy with our initial character sketches and encouraged new characters to be introduced. Our vision of the design has always been shadowy and dark, although there was a slight *Street Fighter* influence to our original character design. From there we moved closer to the look of the current comic books, sticking closely to the current comic book guidelines. Generally, modern-day Wolverine looks like an X-badged biker. Working with such an established character, there are certain boundaries – those set by Marvel and those based on fan expectation. But working within these boundaries you can achieve a great deal. We've been able to have a free rein on designing the low-level soldiers and the more powerful Ghostbusters. To create the detailed textures, we scanned our original character sketches into the computer and built the layers of detail and colour on top of them.

Guards are easy to kill. It's the giant robots you need to watch out for.



//“Our next job is to develop a controller rumble for Wolverine's senses, so you can ‘feel’ danger before you see it” – Craig Houston//

power to sense the location of objects that are needed to solve puzzles.

With these abilities in mind, some levels are darker and slow down the action to the tense pace of a survival horror.

Unfortunately, Wolverine can't use his mutated senses while fighting. Some levels are better played using stealth where you sneak past guards and bypass security systems rather than fighting. “Our next job is to develop a controller rumble for Wolverine's senses, so you can ‘feel’ danger before you can see it,” says Houston.

X-PANSION

Wolverine's Revenge also has a cerebral side. “On the game's prison level, Wolverine can use a guard's uniform to move around undetected, unless you do something aggressive like pop his claws out. On another level, Wolverine can stand in a freezer compartment to lower his body temperature, enabling him to sneak past a thermal security scanner. There are little puzzles like this throughout the game.” And to point Wolverine in the right direction, Professor Xavier (voiced by Patrick Stewart) offers advice as you progress. “There's nothing worse in a third-person adventure than running around wondering where to go or what to do. We've tried to avoid that as much as possible.”

X-PERIMENTATION

It's hard not to spot some influences from *Spider-Man*, particularly because it's also a superhero game. Houston and his team also acknowledge this: “The original *Spider-Man* game on the PSone was the first one that didn't compromise the character. Usually the problem with superhero games is that people find all sorts of devices to impose gameplay strictures, for example, ‘Superman's lost his powers, pick up the coins to earn the right to fly again.’ Staying true to the comic book character, his powers and limitations, is something that *Spider-Man* did very well. In contrast, Batman never seems to appear in a good game, although *Batman: Vengeance* was a reasonable attempt. That was a game

we looked at quite a lot. I'm quite a fan of the animated series on which it was based and we used it as inspiration for some of our cut-scenes. But *Vengeance* over-complicated everything. The developer tried to incorporate all of Batman's abilities, so it was very stop/start in nature. We've had to be very aware of this pitfall.”

X-PECTIONATION

Wolverine's Revenge is currently at an early development stage and isn't due for release until spring 2003. There's a long way to go, but the game is already changing from the team's original vision. “Certain elements have evolved and become a much bigger part of the game than we first thought,” explains Houston. “The big moves, for example. We originally thought that we might go for a more traditional *Tekken*-style combat system with the special moves hidden away in combos. But when you have so many buttons that are required for other Wolverine controls such as activating the senses and whipping out the claws, a combo system wasn't really suitable. We felt that complex controls don't let you do what you want to do most. That is, to pull off the spectacular superhero moves Wolverine is known for.” Because you'll want to be able to do everything straight away, *Wolverine's Revenge* lets you do everything straight away. You don't need to discover buried actions or learn them along the way. “Every time you pull off a special Wolverine move,” continues Houston, “you earn points. You'll eventually be able to exchange these for rewards on the front-end, such as additional costumes, galleries or production art. That blue and yellow costume might also be there...”

Conveying the sheer scale and ferocity of the character's abilities was always going to be a big challenge, but *Wolverine's Revenge* already has a variety to its gameplay that hasn't really been seen before in this type of game. On top of the core adventuring, the game features puzzle-solving and action with an emphasis on spectacular superhero combat. Boss battles add different combat elements again, pitting Wolverine against arch-enemies such as Juggernaut, Sabretooth and Wendigo.

“We've designed a dynamic camera system to keep all of the combatants in view, and a dynamic musical score to heighten the sense of tension as you play. Even now the results are great fun to watch – our artists and animators are doing a stunning job.” Houston is certainly confident in his creation, and if our first look is anything to go by, there'll be claws for celebration come the spring. □

WOLVERINE'S REVENGE

THE SUPERHERO SHOWDOWN

Welcome ladies and gentlemen to the inaugural Ultimate Superhero Fighting Championship. The big question is simply this: Who is the mightiest mutant on the block? Eight costumed vigilantes enter, only one may leave.

GROUP A BATMAN VS SUPERMAN

The Man Of Steel against the rich-boy vigilante with the bat fetish? Surely an easy win for Superman? But the tournament favourite goes out after Bruce Wayne uses his considerable fortune to buy a chunk of Kryptonite, incapacitating Superman just after the bell. KO'd by the glowing green chunk of home, Superman fails to beat the mandatory ten count.

BUFFY THE VAMPIRE SLAYER VS BLADE

The ‘Sunnydale Slayer’ puts on an impressive early display. She spins, she leaps, she delivers chirpy quips. But her fast fists are no match for Blade's pump-action shotgun. Fans of Buffy will know that she has died twice before. Chalk up another one for the half-vampire and summon that lesbian witch to bring her back...

BLADE VS BATMAN

The Caped Crusader is more than a match for the Vampire Hunter. Knocking Blade's shotgun out of his hands with a well-aimed Batarang, the Dark Knight blinds his opponent with a magnesium charge before downing him with six sleeping gas pellets. The utility belt wins!

SEMI-FINALS

FINAL BATMAN VS WOLVERINE

With his gas pellets depleted after the fight with Blade, Batman faces an uphill battle against Wolverine whose healing abilities make him fresh for the bout. The Bat tries everything available in his utility belt – laser cutting torch. Batarang, even his grappling hook. Wolverine dodges them all, eventually skewering Batman through the belly with an almost feral attack.

GROUP B SPIDER-MAN VS WOLVERINE

The wallcrawler certainly has the strength and the agility to worry Wolverine. But Logan's adamantium claws quickly render Spider's web attacks useless. Without his webbing, Spider-Man can't damage Wolverine and he goes down in the 45th round when our hirsute hero rakes him across the belly with a claw attack.

THE THING VS DAREDEVIL
He may be the ‘man without fear’, but battling The Thing is like punching a brick wall. Ben Grimm, watched from the sidelines by the Human Torch, Mr Fantastic and, we presume, the Invisible Girl (although we can't see her anywhere) disposes of Daredevil with one cracking headbutt.

WOLVERINE VS THE THING
These two have appeared together before in a quite missable Marvel crossover. The Thing, wearing only a pair of tiny wrestling pants, may be strong but he's also slow compared to Wolverine. The resulting fight is a battle of attrition and it's not pretty. The decision goes to the judges who award the fight to a rapidly-healing Wolverine on points.



Wolverine lets out a lupine howl as he leaps from above.



The classic Wolverine look.



Special moves will be simple to execute.

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TEXT: RYAN BUTT/PAUL FITZPATRICK

EASTER EGG HUNT

From pandas to Pac-Man, from parrots to puke, *OPS2* delves deep into software code to discover the hidden gems found by playing a game that little bit harder.

So you've finished all your games. Are you sure? These days, developers know we gamers demand more bang for our buck than the seven or eight hours programmed into the main game.

We crave unlockable goodies that whisper 'play me again', and hard-won secrets that announce our status as hardcore gamers. These in turn become the currency we use to brag to crestfallen mates who've yet to find them. However unseasonal it may seem in August, the secrets we seek are known in the trade as Easter Eggs.

Easter Eggs can be useful (mini-games, secret modes), pretty (concept art, extra costumes), informative ('making of movies'), or downright obscure (stone heads anyone?). Whatever the details and however hard they are to find or win, they're the glistening cherries atop our gaming cup cakes.

With this in mind, *OPS2* has played all these games to their very boundaries to hunt down the very best Easter Eggs just for you. So before you take those 'finished' games down to the local Games Exchange, put that placey bag down, put your feet up and see what you've been missing...

GRAND THEFT AUTO III [ROCKSTAR GAMES]

There are so many little secrets to be found in *GTAIII*. Here's a selection of oddities you could easily miss.



WHAT: [Un] Dead Elvis.

HOW: Take a close look at the newspapers that float around on the streets. One has a picture of Elvis with glowing eyes with the words 'Elvis Zombie Found'.



WHAT: Shooting for the Moon.

HOW: Use the sniper rifle to zoom in on the moon at night, then shoot it to make it bigger or smaller.

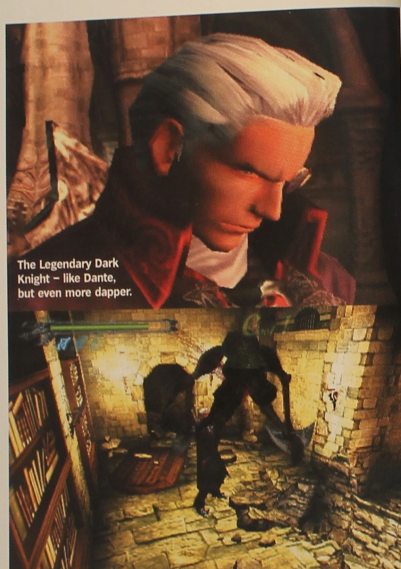


WHAT: Surf the Internet, *GTAIII*-style.

HOW: The Web sites mentioned on the radio stations during the game actually exist. There are quite a few to check out, but here's one to get you started: www.petsovernight.com. Priceless.

WHAT: Folder o' filth.

HOW: Not that we recommend this but should you walk around Staunton Island long enough you'll eventually see a man carrying a folder. Use a sniper rifle and zoom in on the folder and you should clearly see a picture of a man's member on it!



The Legendary Dark Knight - like Dante, but even more dapper.

DEVIL MAY CRY [CAPCOM]

WHAT: Unlock the Legendary Dark Knight as a playable character.
HOW: Complete the game once. You'll unlock the 'Hard' mode. Now complete the game in this mode and you'll get your prize.

WHAT: Unlock Super Dante (an enhanced alter ego who can morph into a demon whenever the fancy takes him).

HOW: So you've unlocked the Legendary Dark Knight, right? Good. Play through *DMC* once more with him to unlock the mind bogglingly hard 'Dante Must Die' mode. Beat this and Super Dante is yours. What do you mean you want more?



Dante's peak: Think you're hard? Then try 'Dante Must Die'!

GAME SECRETS

ONIMUSHA: WARLORDS [CAPCOM]



WHAT: Oni Spirits mini-game that sets you the task of freeing all the souls hidden in Vases throughout 12 enemy filled levels of the Spirit Realm.
HOW: Collect all the hidden Fluorites in the main game.

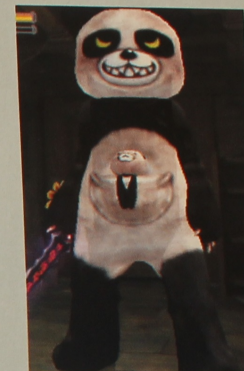
WHAT: Early trailer for *Onimusha 2*
HOW: Complete the game once.

WHAT: Ultimate Mode that lets you play the main game with infinite ammo for all weapons, infinite sword magic, 99 Soul Absorbers and [drum roll] the Bishamon Sword.

HOW: Survive all 12 levels of the Oni Spirits mini-game. Assuming you've unlocked it, that is.

WHAT: A shameful Easy mode.

HOW: Simply die between ten and fifteen times when playing through the early sections of *Onimusha: Warlords*, and a message will appear indicating that a new Easy mode is now available. Wuss.



WHAT: A fantastic Panda costume complete with flip-top head and baby panda clapping in its front pocket. Endangered species? Not any more.

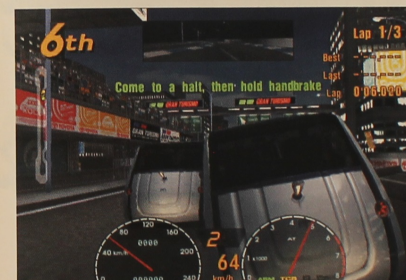
HOW: Complete the main game with at least ten Fluorites by the end.



HEADHUNTER [SCEE]

WHAT: All weapons and unlimited ammo.

HOW: Beat all of Hank's records in the VR Training Missions and then go on to complete the game, remembering to save your triumph when prompted after the credits roll. Load this up at the start of a new game and your reward is a special locker in the LEILA building stuffed with all the weaponry from the game and an unlimited supply of ammunition. Sorted.

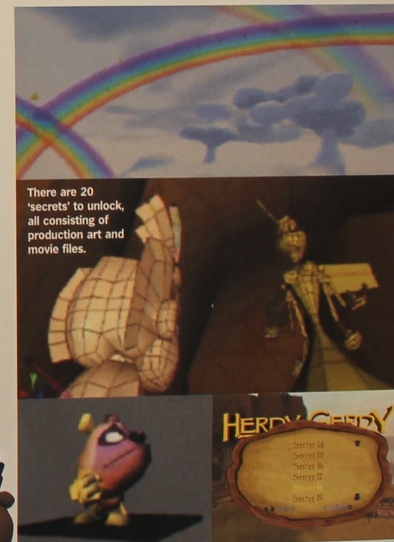


Experiencing the very odd stop/start Toyota Pod car race on its own unique track is just one of the great 'gifts' that can be unlocked in *GT Concept*.

GT CONCEPT: 2002 TOKYO-GENEVA [SCEE]

WHAT: 10,000,000 credits for owners of *GT3: A-Spec* to spend as they see fit! Yes, you read it right: ten million free credits.

HOW: Place first and win all the gold trophies under the Normal difficulty setting in Single Race mode and a backwards compatible gift is unlocked in the form of a secret data file that will 'search' for a *GT3* save file on your Memory Card and infiltrate it. The result is the planting of a seed that will award you a garage swelling ten million credits. Thus enabling you to get your sweaty (no offence) virtual behind into the leather-clad interior of some of the more top-end dream machines that were previously out of your financial grasp. Genius!



HERDY GERDY [EIDOS]

WHAT: A rustic selection of concept art, sketches and bonus movies deleted in the final cut of the game.

HOW: Collect all 100 cow bells from within a particular level to be awarded a giant bell. Take these giant bells to the Farmer in Gerdy's home town and he'll unlock a treat for your efforts.

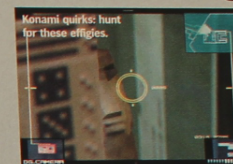


Defeat Hank and beat the game, save when prompted, then unlock the 'Star' locker to get toolled-up!



STAR WARS: SUPER BOMBAD RACING

WHAT: Turn the game's default language into Jawa or Battle Droid.
HOW: Enter **00000000** and **00000000** on the main menu respectively.



Konami quirk: hunt for these effigies.

WHAT: Easter Island Statue Heads.
WHY: Ever since Konami featured Easter Island statues as a wave of destructible enemy drones in their shoot-'em-up series, *Parodius*, the little buggers have been making guest appearances in all sorts of Konami titles from *ISS Pro Evolution* to *Police 24/7*. Naturally, they came in *MG2*, too.

HOW: There are three Easter Island heads hiding in *MG2*.

1. Play the game on the 'Hard' difficulty setting and, after using the Nikita missile to shut down the electric floor to get to the President, an intermission sequence will begin. After it ends, go to the vent to fire another Nikita. Steer the missile left twice and you'll see an Easter Island head in front of you, lying on its side.

2. Go to the Strut E parcel room, get onto the conveyor belt with Box 5 and you will be transported to the room with the Easter Island head. To see it, press yourself against the belt and enter the first-person view, then look into the gap between the boxes and the wall.

3. Go to the Strut D sediment pool and, opposite the stairs, use the scope or Digital Camera to look into the boiler in the middle of the water. Guess what you'll see there?



WHAT: Japanese babe movie.
HOW: When in the Ascending Colon, if you stand around for a while the radar will turn into a short movie of a foxy Japanese miss.



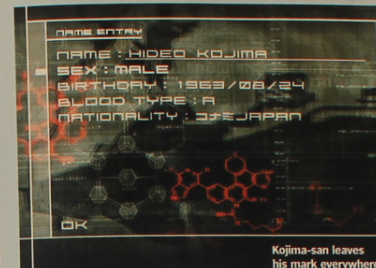
GAME: RIDGE RACER V

WHAT: Drive as Pac-Man.
HOW: Clock up more than 3,000 race miles and you'll have the option of racing as Namco's legendary dot-muncher in his very own comedy car. What's more, the other racers will be replaced by scooter riding ghosts.

METAL GEAR SOLID 2

(KONAMI)

Another game with positively loads of Easter Eggs to find. Here's our pick of the best.



Kojima-san leaves his mark everywhere.

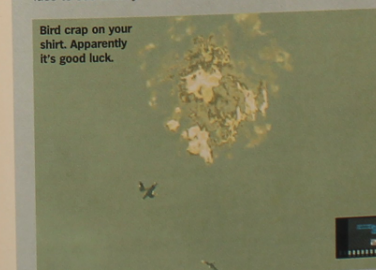
WHAT: Happy birthday to you.

HOW: Try logging onto the computer in the Big Shell on your birthday. The game will spot the correlation with the PS2's internal clock and flash up a Happy Birthday message and an image of a birthday cake. Or how about entering the name Hideo Kojima? Do that and the *MG2* creator's personal details will automatically file into place on-screen.



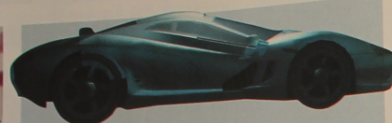
WHAT: Pin-up prude.

HOW: Go to the tanker locker room with the women's posters, close the door and press **△** to look at the poster in first-person view. While continuing to hold **△**, press **□** to call Otacon and he'll tell you to keep yourself busy another way – look closely at Snake's face to see exactly what he thinks about the whole sordid affair.



WHAT: Seagull attack.

HOW: Go to the roof of Strut A and try shooting the seagulls. After a while your radar will go into 'warning' mode and if you look up in first-person, you'll get bombed with bird crap.



SPY HUNTER

(MIDWAY)

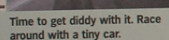
WHAT: From trippy camera angles and an invulnerable Interceptor to music videos by dubious US nu-metal group Saliva, *Spy Hunter*'s eggbox is generously filled.

HOW: Complete *Spy Hunter*'s 14 missions in record time to unlock a plethora of goodies.

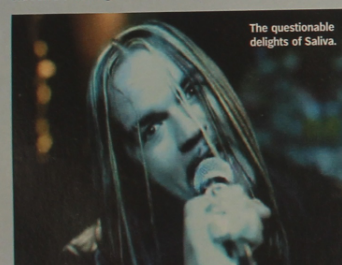
Mission	Time To Beat	Unlock
01:	3:40	Saliva's <i>Spy Hunter</i> Promo
02:	3:35	Green HUD
03:	2:40	Saliva's Your Disease Promo
04:	3:15	Night Vision
05:	3:25	Early Test Animatic Movie
06:	3:45	Extra Cameras
07:	3:10	Rainbow HUD
08:	3:05	Inversion Camera
09:	3:45	Concept Art Movie
10:	3:15	Fish-eye View
11:	3:10	Camera Flip
12:	3:30	Puke Camera
13:	2:15	'Making Of' Movie
14:	5:10	Tiny <i>Spy Cars</i>



Early concept art – all games start on the drawing board.



Time to get diddy with it. Race around with a tiny car.



The questionable delights of Saliva.



Learn how the game was made with developer commentary.

Don night vision goggles to get a different track perspective.

EGG-STRA! EGG-STRA! Completing the game gives you an all surface Hover Interceptor, while achieving all *Spy Hunter*'s mission objectives fits your car with impenetrable armour and regenerating weapons (God Mode and Unlimited Ammo to everyone else).

STAR WARS: STARFIGHTER

(LUCASARTS)

WHAT: BBQ battle droid

HOW: In the Fighter Training bonus level check out the surface of the asteroids nearby very carefully. On one you'll see a battle droid in a chef's hat flipping burgers on a barbecue.



Dash hound: Klonoa gatecrashes Moto GP in spectacular fashion.

MOTO GP

(SCEE/NAMCO)

WHAT: Unlock flap-eared platform hero Klonoa as a professional bike straddler.

HOW: Complete Challenge 22.

EGG-STRA! EGG-STRA!

Complete Challenge 24 and you unlock Manga character Gun Koma as a rider.



MEDAL OF HONOR: FRONTLINE

(ELECTRONIC ARTS)

WHAT: Daft hats.

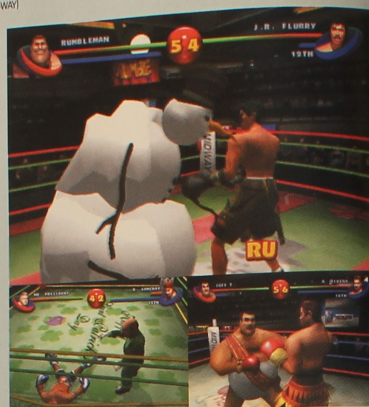
HOW: Enter 'HABRDASHR' as a password and select 'men in hats' on the Bonus Screen. Now, whenever you play all other characters will have bizarre objects on their heads. Play the 'On The Tracks' mission and you may just meet a deadly burger and fries. So cholesterol is bad for you after all...

READY 2 RUMBLE: ROUND 2 (MIDWAY)

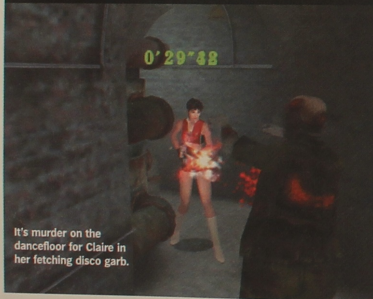
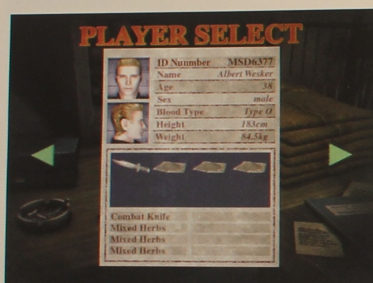
WHAT: A selection of eight 'seasonal' costumes for Ready 2 Rumble: Round 2's top fighters.
HOW: Change your PS2's internal clock to the following holiday dates and a corresponding secret outfit will be unlocked. Pick of the bunch? It's got to be Mama 'Dangerous Curves Ahead' Tua dressed as a not so ickle pretty Easter Bunny. Shudder.

Holiday	Date	Threads Unlocked
New Year's Day	1 January	Baby costume for Joey T
Valentine's Day	14 February	Lover costume for [you guessed it] Lulu Valentine
St Patrick's Day	17 March	Leprechaun costume for the Referee
Easter	23 April	Easter bunny costume for Mama Tua
Independence Day	4 July	Uncle Sam costume for GC Thunder
Halloween	31 October	Skeleton costume for JR Flurry
Christmas Day	25 December	Elf costume for Selene Strike and a snowman costume for Rumble Man

EGG-STRA! EGG-STRA!: Set the PS2 clock to Thanksgiving Day (23 November 2001 on this occasion) and for that day only fights will take place in a themed ring.



Make a date with leprechauns and snowmen.



It's murder on the dancefloor for Claire in her fetching disco garb.



Turkey pics and turning Marge grey is all the thanks you'll get for setting your system clock to 21/11/02.

THE SIMPSONS: ROAD RAGE (EA)

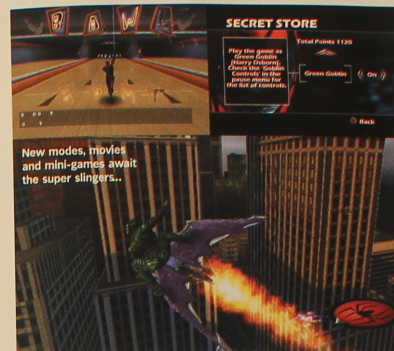
WHAT: A selection of seasonal costumes and decorated vehicles.
HOW: As with Ready 2 Rumble: Round 2, just set your PS2's internal clock to the following dates to unlock specially themed outfits and cars. For the Christmas and New Year's outfits you'll need to have unlocked Apu, mind.

Holiday	Date	Unlocked
New Year's Day	1 January	Tuxedo for Apu
Halloween	31 October	Frankenstein costume for Bart with 'Happy Halloween' messages on his Rocket Car
Thanksgiving Day	21 Nov 2002	Pilgrim clothes for Marge and images of turkey plastered all over her car
Christmas Day	25 December	Santa Claus outfit for Apu

EGG-STRA! EGG-STRA!: Look closely at Marge's Thanksgiving car. Her bumper sticker reads 'I brake for turkeys.' Bless.

RESIDENT EVIL CODE: VERONICA X (CAPCOM)

WHAT: Unlock a first-person Battle mode in which you have to make it through a series of rooms populated by salivating zombies armed with very little weaponry. Cool. You can play as Claire, Wesker, Chris or Steve.
HOW: Complete the main game on any difficulty setting.
EGG-STRA, EGG-STRA!: By performing well in this mini-game and carrying out certain tasks within the main game it's also possible to unlock skimpy new outfits for Claire.

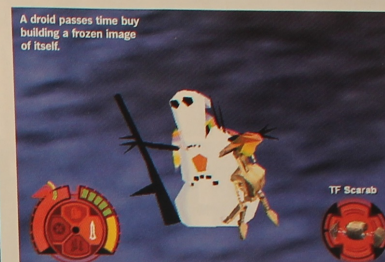


SPIDER-MAN (ACTIVISION)

WHAT: Unlock a superb Pinhead Bowling mini-game.
HOW: Get a score of 10,000 points in the main game. Once you're in the bowling alley, take a look behind you. There are pictures of the development team and spoof movie posters on the walls. Listen up too, you'll hear Sam Raimi film regular Bruce Campbell making comments as well.

WHAT: Unlock unlimited webbing.
HOW: Get a score of 50,000 points in the main game.

WHAT: Unlock Green Goblin 'skin' and play alternate scenario where you fight to clear the Osborne name.
HOW: Complete the game in Hero Mode.
EGG-STRA! EGG-STRA!: Check out the full amazing guide to Spider-Man on page 128 for even more unlockable goodies.



STAR WARS: JEDI STARFIGHTER (LUCASARTS)

WHAT: Frosty the snow droid.
HOW: On mission six (Mount Merakan) Go to the landing platform built on the side of the mountain. Fly between it and the peak. Slightly to the right of the platform is a large pipe. If you're in the right position you will see a small white dot on the ground at the base of the mountain. Look closely to see a droid making a snowman.



WHAT: Real Easter eggs!
HOW: On mission six again destroy buildings until fire starts coming from the pipes. If you look you'll see two pipes, one above the other, extending from the side of Mount Merakan. Look inside the uppermost pipe to see three eggs!

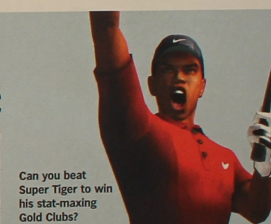
TIGER WOODS PGA TOUR 2002 (EA)



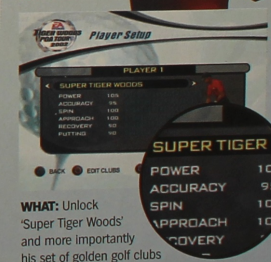
WHAT: 16 'rare as you like' Trophy Balls presented at their own little award ceremonies.
HOW: Trophy Balls are awarded each time you prove yourself to be the king of the swingers. The tasks are listed below. Aside from getting an FMV ceremony, each of these beauties saves a replay of the glorious moment you won it. Perfect for showing off to your mates.

Trophy Ball/Challenge

1. Drive the ball at least 350 yards.
2. Sink a putt from at least 55 feet.
3. Have 100 percent driving accuracy for a round.
4. Have 100% greens-in-regulation for a round.
5. Hit the pin on any hole.
6. Get a hole in one.
7. Reach the green of a Par 5 in a single stroke (hint: Hole 18 at Copperhead Canyon is a good bet).
8. Achieve a score of under 60 in one round.
9. Get six birdies in a row.
10. Record 12 (or more) birdies (or better) in a round.
11. Get two eagles on consecutive holes.
12. Record a victory in all ten tournaments of the game.
13. Get four eagles in a single round.
14. Complete the Scenario Mode.
15. Complete Tiger Challenge by beating all 17 opponents.
16. Eagle every Par 5 hole on every course.



Can you beat Super Tiger to win his stat-maxing Gold Clubs?



WHAT: Unlock 'Super Tiger Woods' and more importantly his set of golden golf clubs that max out your stats to a ludicrous 105 percent. That should make getting those ego massaging Trophy Balls easier.

HOW: Beat 'regular' Tiger Woods on his own Dream 18 course.



WHAT ABOUT...?

Did we miss anything out? Of course we did. No doubt there's a hidden area you've found in GTAIII, or a pair of mechs getting jiggy behind a hill in ZOE. Or maybe you've found a way to drop Craig Charles into the Robot Wars arena. Whatever it is, we'd like to hear about it. Send your game secrets to the usual address and we'll feature the best in a later issue. Who knows, we may even raffle up some prizes...



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TEXT: PAUL FITZPATRICK

TOTAL RECON

New intelligence from a deep cover plant at videogame publisher Ubi Soft confirms techno thriller author Tom Clancy is involved in the development of a series of realistic military simulators based on US Special Forces which are targeting the PlayStation 2 console. Shortly before we lost contact with our mole, we received the following intel. The situation demands your immediate attention. Read and advise.



Tech thriller author Tom Clancy keeps an eye out for the fashion police.



The subject acquired is one Thomas L Clancy, acclaimed author, born 12 April 1947 in Baltimore, Maryland. For the first 37 years of his life, he led a pretty unremarkable career and details of his activities are scant. It is known that he majored in English at Baltimore's Loyola College and worked as an insurance broker for several years.

Among his hobbies, however, the subject developed a passion for military hardware and naval history. His first published work was an article on the MX Intercontinental Ballistic Missile project (later designated LGM-118A Peacekeeper). But it was in 1984 that the subject broke cover with his first novel, *The Hunt For Red October*. It was a great success, simultaneously tapping into public anxieties at the Cold War political climate and introducing the world to Clancy's dominant protagonist, CIA analyst Jack Ryan. The then President Ronald Reagan himself concluded with

characteristic elegance that *THEFO* was "non-put-downable." With his first novel, the subject had seized the attention of the most powerful man in the Western world.

While conducting research for *Red Storm Rising* in 1985, the subject made contact with one Doug Littlejohns, a Royal Navy Captain. Littlejohns passed technical advice to our subject, but then contact ceased. 12 years later, Clancy re-established their relationship. He was keen to establish a 'multimedia entertainment' company and considered Littlejohns ideal to lead the venture. In 1997, with Littlejohns installed as CEO, Red Storm Entertainment launched *Politika*, an ambitious title sold as a board game and/or an online PC game bundled with a companion novel. The *Risk*-style, playable incarnations of *Politika* were not hugely successful.

Since the global politics depicted so authentically in Clancy's novels had failed to connect with the wider gaming public, his encyclopaedic knowledge of military hardware and tactics suggested a much more 'hands-on' route to gamers' hearts. Tom Clancy's *Rainbow Six* (1998) proved this assumption to be correct.

This first-person, squad-based, tactical shooter set a new benchmark for technical reality, with weapons and tactics accurately modelled on those used in the field. A sequel, *Rainbow Six: Rogue Spear*, developed this successful formula. Red Storm Entertainment became a wholly owned subsidiary of Ubi Soft in September 2000 and the following year *Ghost Recon* was released. This time US special forces were the protagonists and predominantly close-quarters combat was swapped for more expansive, military operations.

Here's where your involvement begins. A mole at Ubi Soft has informed us that the company is planning to smuggle at least two games inspired by the Tom Clancy universe onto PS2. The first is *Ghost Recon*. The second is a brand-new title going under the name *The Sum Of All Fears*. The remainder of this dossier collates all the information we currently have on these two projects and a further two games that have the potential to decimate PS2 gamers' free time.

Beware, dissemination of this information is a violation of the Official Secrets Act.



TOM CLANCY'S GHOST RECON BACKGROUND INTEL

Operation Type: Squad-Based Tactical Shooter
Operational ETA: October

Mission Breakdown: Fifteen Ghost Recon Missions, Eight Desert Siege Missions, Five Tactical Exercises
Multiple Operative Modes: 1-Link and Split-Screen. Two Co-operative Play Modes and three Adversarial Modes.

CAMPAIGN BACKGROUND

The year is 2008. After years of faltering democracy in their country, ultra nationalists in Russia have seized power and initiated a plan to rebuild the former might of the Soviet Union. One by one, former independent states are toppling to the Russian forces. We in the West must stop this advance or face the consequences.

Operation Ghost Recon aims to prepare the ground for the NATO allies' main offensive against the nationalist forces. To this end you will lead a select group of six Green Berets from the 1st Battalion, D Company on a series of dangerous missions. These specialists are known as the 'Ghosts' thanks to their ability to infiltrate enemy territory, conduct covert military strikes and exfiltrate without detection.

DEPLOYMENT

Although played as an FPS, *Ghost Recon's* gameplay is a million miles away from titles like *Half-Life* and even *Medal Of Honor: Frontline*. This is hardcore military gaming where a single shot can kill, and the lives of five other soldiers are in your hands. But if you're new to the Clancy school of hardass combat, don't fret. Ubi Soft has included a comprehensive 'virtual basic training' to help you fine-tune your skills.

As a further concession to action-obsessed console gamers, the dense planning found in the *Rainbow Six* games on PC has been rejected in favour of condensed mission briefings that explain objectives (four per mission) with a minimum of fuss. From here you hand pick two three-man teams from an unlockable pool of 12 specialists. These include snipers, demolition and savvy weapons experts. There's an incentive to

choose a good all-round squad, since points are awarded at the end of each mission that can be 'spent' to enhance your comrades' attributes.

ON THE BATTLEFIELD

Controlling your teams couldn't be easier: You can switch between each of the six specialists whenever you want. Say you play as 'Andy Grunt' in Alpha Team. The other two members will follow, unless ordered to do otherwise, courtesy of some impressive AI. Ordering your comrades involves setting waypoints on the mission map: simply select the target area and then opt for Hold, Advance or At All Costs to choose their combat stance on arrival.

Expansive environments and the two-team dynamic allow for incredible freedom when it comes to choosing how you achieve your objectives - an advantage, when these can be anything from house to house clearance of an enemy held village to protecting UN peacekeepers from Soviet artillery. Factor in the option to play any stage as a high-casualty firefight, or as a stealthy, one-man reconnaissance mission, and *Ghost Recon* aims to be as tool-up as the real-life soldiers who inspired it.



See those red dots on the radar? They're enemies, so move out!

Oliver Chappe has access to both *Ghost Recon* and *SoAF*.



TRANSCRIPT #253/ABB. INTERVIEW OF OLIVER CHAPPE, CONTENT MANAGER ON GHOST RECON

So what are you doing to make the PS2 version of *Ghost Recon* more than just a direct PC port?

Ghost Recon PS2 is aimed to wow PS2 gamers as the PS version did for PC gamers. So the PS2 version will finally be better. Better graphics, our artists did a great job of optimization and the results are the game looking great with the same huge maps and more and better special effects. Better AI: we had time to focus on the gameplay, and tune it to improve the single-player experience. Better sound: with a lot of work on environmental audio, to create an immersive atmosphere. Including Dolby Pro Logic II standard. And more gameplay: we are including two games in one. Both *Ghost Recon* and the additional missions found in *Ghost Recon: Desert Siege* will be available for the player.

Come on now, is there anything else?

Players will also find some 'Tactical Exercises'. These are short and quick missions, focusing on one important part of the gameplay. They are designed especially to attract console players and familiarize them with squad-based gameplay.

Will the game have multiplayer maps/modes?

We are adding split-screen possibilities for *Ghost Recon* for PS2. All mission maps should be available to play in co-operative mode. We are still working on which adversarial modes to include, but there will definitely be some!

Which element of the PS2 *Ghost Recon* are you most proud of from a technological viewpoint?

Technically, the most challenging part was to optimise the huge maps of the PC version to have them running on PS2 without losing content. The team worked hard and the result is great. We have them all running, with room for improvements!

Describe the kind of emotions you want gamers to feel playing *Ghost Recon*?

Everything you could feel on a battlefield. The most important are fear and tension. The player must feel the danger that comes with real-life combat situations.

TOM CLANCY

And you thought the FBI all wore boring black suits...

TRANSCRIPT #254/ABB. INTERROGATION OF OLIVER CHAPPE, CONTENT MANAGER ON UBI SOFT'S THE SUM OF ALL FEARS

Tell us the truth, Mr Chappe. Why is SoAF the best game based on a Tom Clancy novel ever made?

First, SoAF is using the latest technology in terms of the game engine. The team did a lot of optimization so that we could not only use the huge environments of the PC version, but also improve them. This allowed us to play the game on PS2 early in the production process, and to focus on the gameplay, to make it compelling on PS2. The action follows the great story line of Clancy's novel, and explores the side action that parallels Jack Ryan's adventures in Paramount's film. It is not only based on the movie, it really completes the movie.

Describe a typical mission in SoAF. Infiltrate the designated area, eliminate the enemies, find and achieve objectives, and save yourself!

Very succinct. Well, try this then. Which five adjectives best describe SoAF? Realistic, action-packed, immersive, tense, breathtaking.

In SoAF you lead one of the FBI's Hostage Rescue Teams. How will your approach to missions differ from other squad-based titles?

First, a player is given an in-depth briefing. This relay basic information about the story as well as the all-important objectives. Then, the player gets to choose from mission-based equipment sets. FBI/CIA HQ has already picked out the best weapon set for the mission, but players can choose to use another if they like. The player has a plan already chosen for them, which they can follow throughout the mission, although equally they can choose not to follow it if they prefer. Finally, just like in the real FBI/CIA, multiple support teams will provide back-up in missions where more firepower is required.

Imagine the SoAF movie poster was advertising your game. What would the tag line be?

Recreate the movie experience at home.

SoAF boasts more urban environments than Ghost Recon.

firefight and stealth modes. However, there are important distinctions between the two titles. Whereas GR takes place in large, open environments, SoAF's missions largely take place indoors. If that sounds like a cosmetic difference, it's not. Close-quarters combat requires different weapons and tactics, as the seven training chapters reveal. Fifteen authentic weapons sets are available, with names including open assault and hostage rescue stealth. When you need to clear a small room of targets quickly, the size, weight and fire-rate of your weapon are crucial to your survival.

ON THE BATTLEFIELD

SoAF's gameplay is very much geared to relentless action. A white thread on the on-screen map constantly shows the quickest route to mission objectives. You don't have to follow it, but as a guide through strange environments it's invaluable.

Instead of controlling two separate teams, here you lead and give commands to a pair of operatives only. There is another trio, but it's AI-controlled. In practice, this makes for tense moments as the two teams converge and you have to make a split-second decision: is the figure bursting into the room with the shotgun one of the good guys or not? What's more, co-ordinating your actions with the other squads adds real impetus to the gameplay. That's if remaining alive isn't motivation enough for you...

THE SUM OF ALL FEARS

Operation Type: Squad-Based Tactical Shooter

Operational ETA: 27th September

Mission Breakdown: Eleven Missions. Seven stage training school.

Multiple Operative Modes: i-Link and Split-Screen.

Co-operative Play and Adversarial Modes (Specs TBD).

CAMPAIGN BACKGROUND

Present day: New Year's eve. Militia members from West Virginia have seized control of a local

TV station and are broadcasting their demands over the air. As members of the FBI's elite Hostage Rescue Team, you and your men have been called in to resolve the situation. However, what seems to be the work of domestic terrorists is soon revealed to be much more when a nuclear device is detonated in Baltimore. Under the expert guidance of special ops maverick John Clark (the hero of Clancy's darker novels) and CIA analyst Jack Ryan, you must hunt down the international terrorists behind the atrocity and bring them to justice.

DEPLOYMENT

Based on the same engine used by Ghost Recon, The Sum Of All Fears is a movie tie-in by name only. While the narrative thread in SoAF runs parallel to its big-screen counterpart, the game is all about action, not watching pristine cut-scenes. That said, is SoAF going to be Ghost Recon with Ben Affleck on the DVD case? The similarities are unavoidable. It's an FPS that requires you to lead a squad on missions. There's a comprehensive training school. And you can play the missions as a sequential campaign, or separately with the option of additional

Warm, live bodies. At least until you arrive, guns blazing.

TARGETS ACQUIRED

Our latest updated intel suggests that as The Sum Of All Fears and Ghost Recon are prepared for deployment on PS2, there are two further Clancy-based titles that are being readied for action...

TOP SECRET

Thermal imaging is just one gadget in Splinter Cell.

Will Splinter Cell come to PS2? We'd put money on it.

A: TOM CLANCY'S RAINBOW SIX: RAVEN SHIELD

Official sources will not confirm that the third game in the Rainbow Six universe is targeting PS2. However, we have received intelligence that this will indeed be the case. True to previous games in the series, Raven Shield will demand a more detailed approach to mission planning than other squad-based shooters from the stable of The Sum Of All Fears and even Ghost Recon. Our reconnaissance team intercepted this fragment of a communique from Producer Chaddi Leblos.

"...We want this game to be the most realistic Elite Police tactical simulator. To achieve this goal, the development team leaders have been trained by the G11 S9 team (elite hostage-rescue team in Montreal, Canada). Moreover, we are working closely with a member of LAPD Tactics. He's a strong adviser that helps us on the design of gadgets, tactics and tells us how an operative should react to specific situations..."

Our Spy operatives continue to monitor all channels for new data on Raven Shield.

B: TOM CLANCY'S SPLINTER CELL

Agents at the recent E3 show in Los Angeles uncovered an Ubi Soft plot to overthrow MGS2's Solid Snake from his status as pre-eminent stealth technician in the world today. Splinter Cell, as the project is currently known, pits a lone field operative from a secret US agency designated as Third Echelon against cyber terrorists intent on destabilising world order.

Marking a departure from other Clancy titles and confirming its tacit challenge to the daddy of sneak-'em-ups, Splinter Cell is a third-person stealth/action title featuring a lone protagonist. Early word on the game is nothing short of ecstatic. Snake beware? Although Ubi Soft denies that the PC/Xbox title will infiltrate the PS2 market, OPS2 analysts conclude that failure to anticipate future deployment of this title on the bestselling next-gen platform in the world would be extremely foolhardy.

In other words, we'd bet serious money on a future release for PS2.

Are these images of the man out to destroy Solid Snake?



DOCUMENT #1003/AGTF-7831
PROFILE: COMPOSER, BILL BROWN

Audio analysis of the music of Ghost Recon and The Sum Of All Fears identifies it as the work of composer Bill Brown, known by some as the John Williams of Soundex Design Music Group in Hollywood and has notched up a large body of work on both the big and small screen. In addition to the stirring military themes he's composed for all of Red Storm Entertainment's soundtracks to Agent Under Fire and Return To Castle Wolfenstein, to name but two titles. In the multiplexes, Brown's work can be heard in films including Ali, Any Given Sunday and Finding Forrester. He's also worked on the sound design of David Lynch's Lost Highway. However, be advised, this man has also composed music to promote the campaign of an as yet unidentified military officer by the name of Captain Crunch. Could be Czechoslovakian. Further investigation required.

POTENTIAL HOSTILES

Untapped Clancy novels yet to be mined for PS2 excitement.



RED RABBIT

Synopsis

A simple assignment to debrief a Soviet defector soon uncovers a plot to assassinate Pope John Paul II and test the Western world's strength. Jack Ryan is the rookie CIA analyst.

Suggested game

A squad-based FPS based on the exploits of a crack team of the Vatican's Swiss Guard. Armed with ceremonial axes, and garish yellow and blue pantaloons, you and your team must protect the Pope, while saving time to perform long-winded ceremonies and pose for photos with tourists.



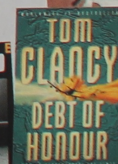
RED STORM RISING

Synopsis

When the Soviet Union's largest petrochemical plant is destroyed by terrorists, the Politburo concludes that it must seize the West's protected oil fields in the Middle East to survive. Only to do this, the Soviets must destroy NATO's European forces...

Suggested game

A battlefield sim where you play as the brutal Commies hell bent on bringing the noble and democratic people of the West to their knees. Of course, as a Ruskie officer you'll have access to a wealth of rusty hardware from the Fifties.



DEBT OF HONOR

Synopsis

A powerful cabal of Japanese industrialists plot to humble the USA by crippling its economy and military.

Suggested game

As Jack Ryan, you must head up a crack team of government negotiators taking the war of words to the land of the rising sun. There your team must negotiate obscure tea ceremonies, incompressible (but very clean) public transport and argue your case by speaking ENGLISH... VERY... SLOWLY.

>>REVIEWS

The only game reviews worth reading

Reviews Charter

FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S reviews are the best in the business. Our crack squad of reviewers play the games longer, harder and better than anyone else – take a look at the screenshots in each review for proof. Rather than a few images from the first two levels or some replay footage, our review pages show we've played the games to bursting point. It's this dedication that means you can trust our scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion rather than a few cheap gags and some PR nonsense. Our experienced reviewers have written for the likes of Edge, DC-UK, Official PlayStation Magazine, Super Play, FSM2, PC Gamer, GamesMaster, Zzap!, Games Radar, N64 and Sega Power so you know these are opinions you can trust.

Next time you head off to spend your hard-earned cash on a PlayStation 2 game, make sure you read our reviews first.

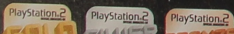
Review Ratings

Here's what our review scores stand for:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 9/10** A truly astonishing game. If you have a PlayStation 2 you need this now
- 8/10** Highly recommended
- 7/10** Good, solid fare that's definitely well worth a look
- 6/10** Better than average, and ideal for hardcore fans of the genre
- 5/10** An average game
- 4/10** Poor, but has the odd moment
- 3/10** Extremely disappointing
- 2/10** To be avoided
- 1/10** Beer mat

The OPS2 Awards

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to PS2 games that score that magic 10/10. The only game to get Gold is MotoGP 2. Too right!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



GAME OF THE MONTH

TOCA RACE DRIVER 092

The latest in the series looks set to beat its own track record with the addition of a novel story line.



CONFLICT: DESERT STORM98

War. What is it good for? Plenty of squad-based action behind enemy lines in the Gulf apparently. Show Saddam who's the man.

PROJECT ZERO102

They say the camera never lies. In this ghoulish snap-happy survival horror, you'll certainly wish it did.

DINO STALKER106

Doyouthinkhesaurus? Hopefully not, it makes these damn lizards much harder to stalk and kill in Capcom's lightgun shooter.



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PS one™

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Introducing...

Meet the faces behind the reviews.



Helen Prior

OPS2's Production Assistant and erstwhile tips book queen (here seen in her snubbing regal) recently locked white gold with her other half and spent two-thirds of this issue soaking up Spanish sun, avoiding rude cocktails and ringing up the OPS2 office to gloat. Warning: is known to wrestle tardy writers to the floor with a very unbride-like half-nelson when pushed. Ouch.

Games of the month: "I'm A Little Wizard... what do you mean it doesn't exist?"

Can't wait to play: "Revenge of the Sighted Sub-Editor"

RECOMMENDED

The games to get and the games we can't wait to get.

Still playing

FREQUENCY PS2/021, 8/10
As eye-clarity went as well as FPS, this wild rhythm-actioner still gets us tapping.

AGGRESSIVE INLINE PS2/021, 8/10
A virtual exercise in skate gymnastics: top grabs, tricks and spins earn you big points.

SMASH COURT TENNIS PRO TOURNAMENT PS2/021, 8/10
Smash tennis and cream anyone?

THE THING Preview, page 024
A shapeshifting ET, a windowed Antarctic base... Our advice? Trust no-one.

WORLD RALLY CHAMPIONSHIP 02 See page 027
SCEE's superactive rally game refined to perfection? Could be.

PlayStation 2
BRONZE

ON THE
DVD

TOCA RACE DRIVER

Welcome to Days Of Thunder, PS2-style. It's 90% frenetic racing action, 10% animated movie...

Publisher: Codemasters
Developer: Codemasters (Juice Studio)
Price: £39.99
Players: 1-4
Out: 23 August
Web Site: www.codemasters.com
60Hz mode: No
Widescreen: No
Surround sound: Yes

Back story

TOCA Race Driver is the latest in a distinguished line of TOCA games from Codemasters. After TOCA Touring Car Championship, TOCA 2: Touring Cars and TOCA World Touring Cars on the PSone, this is the first of the TOCA series to burn rubber on the PS2. Codemasters has an enviable motoring line-up this year, with Colin McRae Rally 3 also imminent.



Here's what TOCA Race Driver doesn't have. There's no glossy TV-style presentation. No upbeat dance soundtrack as you drive. There's no easy 'Arcade' mode. Nor are there any perfectly polished and quite indestructible showroom roadsters. Instead, TOCA Race Driver is gritty and unglamorous, capturing whether Codemasters meant to (or not) the amateurish feel of lower league racing. What this game does have is fast and surprisingly rule-free driving. It also features realistic tracks from Europe, the Americas and Japan, over 30 different cars, extreme damage modelling and cinematic race replays. It's also one of the first racing games to weave a lengthy cut-scene-based story line into its asphalt action.

This narrative is arguably the game's strong point. TOCA Race Driver may simulate Touring Car-style competitions but it's got the backbone of a movie – think Days Of Thunder but on a global scale. In the opening sequence, young Ryan McKane and his older brother Donnie see their racing driver father get killed when his car is deliberately bumped off the track by a rival. Fifteen years on and Ryan is now an arrogant rookie racer hunting for his first competitive drive. His brother (also a racing driver) introduces him to pit chief

//Windscreens shatter and bodywork dents, bends and gets torn from the chassis//

Bobby Scott, who in turn sets Ryan up with a test for the AGB Motorsport team. AGB is looking for a driver to compete in the UK-based TOCA Tour competition. One easy hot lap later and you take on the virtual role of Ryan McKane, eager to embark on a global speed career.

RACE DAY

The introductory TOCA Tour sets the tone for the main Career mode. Like all of the competitions, it's essentially a mini-season – 14 drivers contesting six races. In this case it's two races at Brands Hatch and one each at Oulton Park, Silverstone, Donington and Knockhill. For the most part, the races featured in a season are run over three-laps. One race is slightly longer, but only because it includes a mandatory pit stop to make the affair more interesting. Unusually, there are no qualifying sessions. The game determines your start position in each race, again adding extra

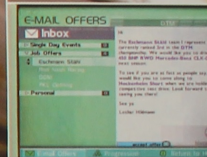


It's not the worse thing that can happen. Cars in TOCA auto-right, so you can carry on racing.



Ryan McKane's father dies in this cut-scene crash. Heavy.

REVIEW TOCA RACE DRIVER



AROUND THE WORLD AT 80MPH

A TOCA racing 'Tier' will take you around the world competing in different countries and on a different tracks. This variety will push your driving skills to the limit.



Hockenheim (Short)

Throughout a TOCA season, you'll find yourself racing on shortened versions of GP tracks. At Hockenheim, for example, the reduced circuit never leaves the stadium section.



Bristol Speedway

Move to any of the US competitions and you'll have to face one of the iconic oval circuits. The Bristol Speedway is steeply banked and requires a lot of downforce to keep the car stable.



Vancouver

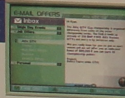
This Canadian track is a tight and twisting street circuit with high concrete walls that can quickly destroy your car. Over-aggressive drivers should try harder to exercise caution – or face the consequences.

Check out the detail in TOCA's Replay mode.



DAYS OF BLUNDER

Each competition in the Career mode consists of six races. By winning, you amass points to qualify for the bigger, faster race classes above. Here's a typical day in the life of Ryan McKane.



1. At the end of a season, you check your office email to see which teams are offering you the chance to drive for them. Some teams offer you a place straight away, while others require that you impress them first with a time-beating test-drive. Try the Alfa GTV Cup.



2. As the game advances, the built-in story advances with it. Ryan will meet a potential love interest in Melanie Sanchez and battle against quietly-spoken Brit Nick Landers. When he moves up a Tier, he also goes head-to-head with his racing brother, Donnie.



3. Before each race, you get the opportunity to prepare your car (and yourself) in the team garage. Here you can view the grid order and check your championship progress. Now's your chance to adjust your car's settings, and test them in a practice run.



4. The design of the circuit you're racing on generally determines the car setup. A fast track with slow, tight corners will probably demand less grip or downforce than a course with quicker, more sweeping bends. Your pit crew chief will suggest suitable alterations.



5. Then it's the race itself. Starting from a random grid position, you face 13 other drivers in a no-holds-barred Destruction Derby to the finish. Stay out of trouble, pick your overtaking manoeuvres carefully and show a little aggression (but not too much) if you want to win.



6. Come the finish line, the points are awarded before the Touring Car roadshow moves on to the next venue. Complete a six-race season, then choose another – race on European tracks, fast American ovals and street circuits. There's rarely a dull moment.



TOCA prides itself on bumper-to-bumper racing. The Career mode races generally last between three and five laps (depending on the track), so there's little margin for error. Drive aggressively, but safely...



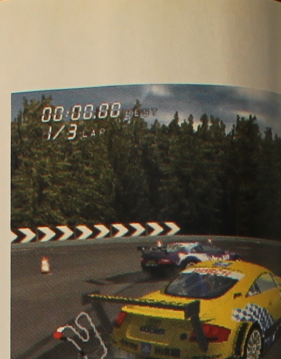
The back-end slides out on some of the powerful cars and cornering requires constant adjustments.

Each season consists of six races. All points contribute to qualification for the next racing Tier.

Spice to the TOCA challenge. In some races you'll start on the second row of the grid; in others you'll be languishing back on the fifth or sixth row, forced to battle your way to the front.

You prepare for each race in the team garage. Here you get the chance to adjust the settings on your car to suit the circuit you're racing on. Seven main vehicular elements can be tweaked – gear ratios, downforce, suspension stiffness, ride height, anti-roll, brake bias and the tyre types. As you take a spanner to the car, your pit chief will offer you words of advice about which settings you should adjust (although he never tells you by how much). By tinkering, you can sacrifice downforce and grip for greater speed on circuits that feature long straights. Or shorten the gear ratios to improve your car's acceleration (at the expense of top speed) for the tighter, twisting tracks. Finally, you can take your car out on the track itself – either to test your new settings or to familiarise yourself with the layout.

When it comes to the actual racing, the action is frantic and rarely without incident. Once the lights turn green, the chunky cars jockey for position, bumping, smashing and crashing into each other in a manic metal melee. You can choose from four main racing views – the classic driver's-eye option, an on-the-bumper cam, an

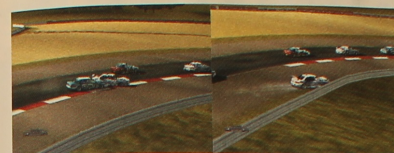


First corner madness – four cars going for a gap only large enough for two.

over-the-bonnet view and a zoomed-out, chase car perspective. A rear-view option is also included, while a large red arrow appears on-screen behind your car to give you an indication of a rival driver on your tail. Classy (although far from spectacular) 3D graphics bring the action to life as the heavily-liveried cars hurtle around the racetrack. The occasional rain shower adds to the non-stop drama.

Where TOCA shines is in its attention to detail. You get helpful, intelligent chatter from the pit wall as you race, urging you to drive faster, letting you know that you're in the points or warning you that there's debris on the track ahead. Smash deliberately into a rival driver, and he might come and berate you for your bad driving in an animated story cut-scene after the race. Worse than that, the victim of your aggression might even seek revenge during a race. If you've sideswiped him, he'll actively try and get you back for it.

But by far the most impressive element is the damage modelling. Windscreens shatter and bodywork dents, bends and gets torn away from the chassis. Hit a wall head-on and the bonnet of your car will fly off, revealing the engine beneath. Repeatedly damage the same wheel and ultimately it will fall off, leaving you to hobble precariously to the pits on the remaining three.



It can be difficult to keep a close eye on the drivers behind you. TOCA's external view lacks a rear-view mirror, so you might not see cars coming.



Free Time – drive TOCA's many motors.



Bristol Speedway – an Oval track. Its not as easy as it looks.

//It's good to see that the CPU-controlled drivers are often as fallible as you are//

As you race, debris begins to litter the track an engine cover here, a spoiler there, all the result of car crashes up and down the track. It's also good to see that the CPU-controlled drivers are often as fallible as you are. They will take corners too wide as they try to overtake, or brake too late and smash into the back of another car. You might turn into a corner only to see one of your competitors barrel-rolling across the track in spectacular style, giving you breathless seconds to swerve and avoid a race-ending collision.

TOURING STAR?

Obviously, the aim during a racing season is to score as many points as possible by finishing in the top six places. All points earned during the opening TOCA Tour season, irrespective of whether

Night racing in downtown Vancouver.

REVIEW

TOCA RACE DRIVER

TIME EXTENDED

Beyond the main Career mode, there are a number of extra Free Time driving options to keep you playing throughout the autumn.



Pro Race Driver Map

During the Career mode, random drivers will challenge you to one versus one racing showdowns to win cars for use in the Free Time options (Free Race, Time Trial and Multiplayer).

Freestyle

Compete on any single circuit or in a custom-built championship, using the cars appropriate to it. You can also race a Freestyle race on any circuit using any unlocked car. TVs, anyone?

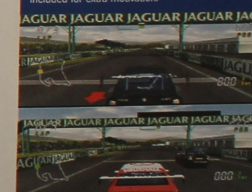
Free Race

Here you simply race against the clock on any of the unlocked tracks in a car appropriate to that track. Standard and custom 'ghost car' updates are included for extra motivation.



Time Trial

Here you simply race against the clock on any of the unlocked tracks in a car appropriate to that track. Standard and custom 'ghost car' updates are included for extra motivation.



Multiplayer

Up to four players can compete on any of the unlocked tracks and with any of the unlocked cars. You can even set up a multiplayer championship across multiple tracks (no AI cars allowed).

PlayStation 2
BRONZE



ON THE
DVD

CONFLICT: DESERT STORM

Not just a third-person shooter, *Desert Storm* is a third-person shooter times four. It's time to storm the Gulf War.



(Left) Superb attention to detail. Superb game.

098 PlayStation 2

Having used up all of the Stinger missiles, Bradley tries an anti-tank rocket.



Watch, plan and unleash your attack.

Fighting in a dust storm in El Khafji.

Publisher: SCI
Developer: Pivotal
Price: £39.99
Players: 1-2
Out: September
Web Site:
www.conflict.com
60Hz mode: Yes
Widescreen: No
Surround sound: No

Back story

Based just outside Bath, Pivotal Games is the reincarnation of Pumpkin Studios, which produced *Warzone 2100* for the PC and PSone. Showing off the studio's brand-new 3D engine, *Conflict: Desert Storm* is the first game to roll off the reborn Pivotal production line. Its next title, which also makes use of the *Conflict: Desert Storm* 3D engine, will be the PlayStation 2 'remake' of *The Great Escape*.



Not to be confused with the recent *Conflict Zone*, *Conflict: Desert Storm* blends third-person, squad-based action with the hush-hush heroics of an Andy McNab novel. Set during the 1990 Gulf War when 300,000 Iraqi troops invaded Kuwait, the game gives you command of a four-man team of SAS or Delta Force soldiers. With the bare minimum of training, you face 15 increasingly difficult covert missions. Dropped behind enemy lines, you'll be outnumbered and outgunned. The mission parameters are simple: get into the target areas fast and get out even faster, causing maximum damage with minimum casualties. It's not a case of 'who dares wins', but rather 'who dares might win (with a little practice)'.

What makes *Conflict: Desert Storm* interesting is its team play aspect. Instead of controlling a one-man army, the game offers an involving single-player 'multiplayer' experience. With the tap of a button, you can switch quickly between the four members of your Special Forces team, directly controlling the selected soldier in third- and first-person views. You can play the whole game this way, jumping between the squad commander, sniper, heavy weapons specialist and explosives

//Not a case of 'who dares wins', but rather 'who dares might win (with a little practice)'//

expert to move and fire as required. But, crucially, each soldier can also issue orders to the others. Advanced AI ensures that your men defend themselves automatically, change weapons to suit the situation and heal themselves if required. At times, it's like playing with three other people.

TEAM GAME

Conflict: Desert Storm isn't blessed with a stack of features. In fact, there are only three. Firstly, a trio of Training modules (complete with shouting drill Instructor) give you an overview of the control system, familiarise you with the basic weaponry and show you how to bellow orders to your fellow soldiers. You can run, crouch and crawl; access an inventory to switch between weapons (machine guns, sniper rifles, grenades, rocket launchers, etc.) and other equipment (medical kits, binoculars); tell soldiers to advance, hold position and shoot-

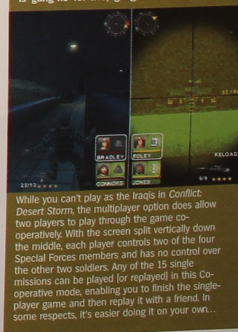
REVIEW CONFLICT: DESERT STORM

SCUD-hunting in the Iraqi desert. Take them out with rocket launchers or C4.

Infantry is no match for the BFV - Bradley Fighting Vehicle. But beware enemy tanks.

SPIT-SCREEN HEROICS

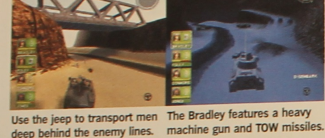
Is 'gung-ho' for two, 'gung-ho-ho'? No, but...



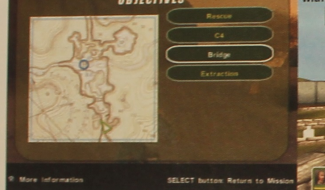
While you can't play as the Iraqis in *Conflict: Desert Storm*, the multiplayer option does allow two players to play through the game co-operatively. With the screen split vertically down the middle, each player controls two of the four Special Forces members and has no control over the other two soldiers. Any of the 15 single missions can be played (or replayed) in this Co-operative mode, enabling you to finish the single-player game and then replay it with a friend. In some respects, it's easier doing it on your own...



The 3D engine is versatile and very detailed.



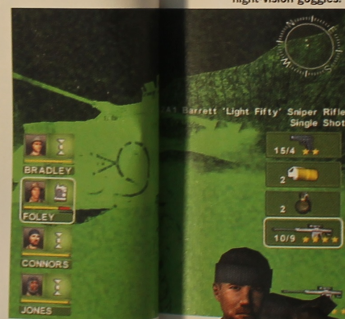
Training familiarises you with all of the weapons.



//Tracer bullets arc into the night sky while burned-out tanks belch out columns of smoke//

destroy sorties are mixed up with rescue and defensive missions, while others give you armour to control (such as the Bradley Fighting Vehicle).

All of this action is superbly presented, too. The 3D engine is fast, but detailed and realistic. As time passes, shadows lengthen, dust storms reduce visibility, tracer bullets arc into the night and fires rage in burned-out tanks sending columns of black smoke belching into the sky. Use the night-vision goggles and the entire screen is viewed in bright, low-resolution green; select the sniper rifle and you can zoom into Iraqi positions



Give your soldiers the edge in the dark with night-vision goggles.



on-sight. There's a lot to remember but the controls are easy enough to grasp. It does, however, take a few hours of play before you feel comfortable enough with the button combinations and can use them with speed.

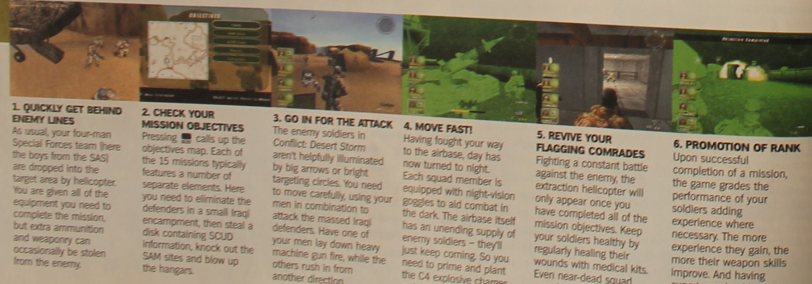
Fortunately, Conflict: Desert Storm eases you into your first live-fire encounter. Set just after the invasion of Kuwait, the opening mission gives you control of only the squad commander as he attempts to rescue another member of his team. It's a run-through of the basics, an opportunity for you to put into practice everything you've learned in training. A cut-scene nicely rendered using the in-game 3D engine sets the scene for the action ahead, while the mission briefing details your multiple objectives on a 2D map and with a handy 3D preview. The opening sortie is not too difficult to complete. But gung-ho complacency can still kill you in cinematic slow-mo to be

precise, you can play Conflict: Desert Storm as a no-brainer shooter. But you can't beat the later missions without pre-planning and a decent multi-soldier strategy.

From the opening mission in the desert canyons, it's into the streets of Kuwait City, on into Iraq and ultimately into Baghdad itself. Many of the missions are set during the day, but a few take place after sundown requiring night-vision goggles. Some even kick off in bright daylight which slowly fades to darkness as you play. And to its credit, Conflict: Desert Storm mixes up its military manoeuvres. The urban levels contrast with those set in the open desert - requiring substantially different tactics. As the war progresses, raw Iraqi troops are eventually replaced with Saddam Hussein's elite Republican Guard and cannon fodder infantry are supported by tanks and armoured cars. Similarly, seek and

BRAVO YOU ZERO

By far the best way to explain how Conflict: Desert Storm works is to show you how it works. In the mission entitled "Special Delivery", you are tasked to infiltrate an Iraqi airbase and to destroy its network of SAM sites and the early warning radar system. Easy. Maybe.



1. QUICKLY GET BEHIND ENEMY LINES

As usual, your four-man Special Forces team (here the boys from the SAS) are dropped into the target area by helicopter. You are given all of the equipment you need to complete the mission, but extra ammunition and weapons can occasionally be stolen from the enemy.

2. CHECK YOUR MISSION OBJECTIVES

Pressing **M** calls up the objectives map. Each of the 15 missions typically features a number of separate elements. Here you need to eliminate the defenders in a small Iraqi encampment, then steal a disk containing SOUP information, knock out the SAM sites and blow up the hangars.

3. GO IN FOR THE ATTACK

In Conflict: Desert Storm isn't helpfully illuminated by big armies or bright targeting circles. You need to move carefully, using your men in combination to attack the misted Iraqi defenders. Have one of your men lay down heavy machine gun fire, while the others rush in from another direction.

4. MOVE FAST!

Having fought your way to the airbase, day has now turned to night. Each squad member is equipped with night-vision goggles to aid combat in the dark. The airbase itself has an unending supply of enemy soldiers - they'll just keep coming. So you need to prime and plant the C4 explosive charges quickly and then move on.

5. REVIVE YOUR FLAGGING COMRADES

Fighting a constant battle against the enemy, the extraction helicopter will only appear once you have completed all of the mission objectives. Keep your soldiers healthy by regularly healing their wounds with medical kits. Even near-dead squad members can be revived to fighting fitness.

6. PROMOTION OF RANK

Upon successful completion of a mission, the game grades the performance of your soldiers adding experience where necessary. The more experience they gain, the more their weapon skills improve. And having experienced soldiers is vital in the later, much tougher missions.



Of the four British SAS troops, Bradley assumes the role of commander. He comes equipped with binoculars, vital for scouting ahead in the desert.



Play as either the famous SAS or as the brash US Delta Force-ers. Once killed, the bloodless enemy corpses will eventually disappear.

to pick off the soldiers from a distance. And in the heat of battle, above the rat-tat-tat of AK-47 rifle-fire, you can hear the mechanical rumble of tanks and the shouts of the Iraqi troops as they attack. Similarly, your own men give a running commentary on their actions, yelling "Target down" or "Taking fire" to update you on their status.

Perhaps the game's biggest achievement here is its AI. Admittedly, there are moments when the enemy still blunders towards you in overwhelming numbers with a fanatical disregard for their own safety. But it's the common sense displayed by your own soldiers that makes Conflict: Desert Storm a joy to play. In short: your soldiers do what you tell them to do and they do it intelligently. They'll flee from grenades to avoid the blast and navigate through buildings without trying to run through walls. They'll even auto-select the best weapon to tackle an enemy - a machine gun or grenade to defend against an Iraqi infantry charge, for example, or a Stinger missile to down a hovering Mi-24 Hind gunship. With such finely-tuned AI, you can be confident that your men will defend themselves if left to their own devices. And they'll often do it better than you could.

Conflict: Desert Storm also boasts a tiny RPG element. While all members of an SAS or Delta Force team can use all of the featured weapons, a soldier trained in a certain weapon or item can use it faster and more accurately. The heavy weapons specialist, for example, is a better shot with the M249 SAW Light-Machine Gun than the sniper. As you play, your soldiers gain experience and improve their skills with weapons - ie, their accuracy is enhanced, and the time it takes to aim and fire is improved. This element gives you a reason to try and complete each mission without losing any of your men. If one of your men does die during a mission, another raw soldier is drafted in for the next one, but his skills are less than the man you lost. Fortunately, medical kits enable you to revive dying soldiers on the battlefield (although you only have a limited time in which to do so).

IN THE BLENDER

Conflict: Desert Storm is a mix of war gaming styles from consoles past and present, boasting elements of Commandos II, Hidden & Dangerous and Cannon Fodder, not to mention GoldenEye

REVIEW

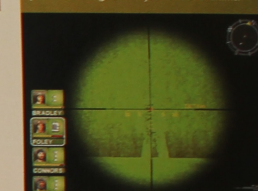
CONFLICT: DESERT STORM

THE WAY OF THE GUN

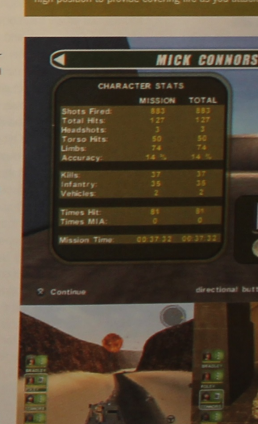
Because Pivotal has avoided making a WWII game, Conflict: Desert Storm can take advantage of modern military weaponry. Grenades (fragmentation and smoke), silenced pistols, combat knives, mines... you'd be amazed how much an SAS grunt can carry in his rucksack.



ROCKET LAUNCHER
In the later missions, the heavy weapons specialist often carries around the LAW 66 rocket launcher for use against tanks and BMP armoured vehicles. Daring soldiers can also sneak up to a tank and plant a C4 charge on it if you run out of ammo.



SNIPER RIFLE
Almost every war game features one of these and CDS is no different. With two levels of zoom, the accuracy and reload speed of the rifle depends on the skill of the soldier using it. Place a sniper in a high position to provide covering fire as you attack.



[Top] A good combat performance boosts a soldier's statistics.

CONFLICT: DESERT STORM

Why we'd buy it:

- Utterly engrossing team-based warfare
- Huge levels and 15 varied missions
- Co-operative multiplayer action

Why we'd leave it:

- Early missions might be a little too easy (although later ones make up for it)

Graphics

Pleasingly detailed 3D environments

Sound

Dying groans, the rattle of machine gun fire...

Gameplay

Fast-paced, team-based action with great AI

Life span

15 missions, three difficulty levels and more...

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PlayStation 2 NERDICT

REVIEW PROJECT ZERO

PlayStation 2
BRONZE

Kicking ghost butt with
Project ZERO's unique
camera combat system.

Miku's torch is her only means of seeing in some of the more gloomily lit sections.

Stone mirrors
act like keys
to doors.

Stone Mirror

A beautiful stone polished to
a mirror-like finish. It possesses
strange powers.

PROJECT ZERO

Snap the supernatural in Tecmo's original photo shooter.

Publisher: Wanadoo
Developer: Tecmo
Price: £39.99
Players: 1
Out: September
Web site:
[www.tecmo.co.jp/
product/zero/](http://www.tecmo.co.jp/product/zero/)
index:21m
60Hz mode: Yes
Widescreen: No
Surround sound: No

Back story

Tecmo is the Japanese based publisher/developer of the Dead Or Alive series and the forthcoming next-gen remake of Rigger. It has also worked on other non-European releases such as Monster Rancher 3 and Gokko River 2002. Project ZERO has already been released in the US under the alternative moniker Fatal Frame, alluding to the innovative camera-based combat system. Now that'll sell it to the Yanks.



Using ghosts to frighten an audience has become something of a flaccid concept for the horror movie industry. Think of traditional spectres these days and the first image that comes to mind is an episode of Scooby Doo and someone wearing a white sheet with eye-holes cut in it. See, the best ghost films have always hinted at otherworldly presences rather than actually shown them – think *Poltergeist*, *The Sixth Sense*, *The Shining* and, most importantly here, cult Japanese horror film *Ring*. Beyond that, it all gets a bit *Cosplay The Ghost*.

Back in PS2 Land though, a miracle has occurred. Tecmo's cinematic horror game *Project ZERO* has managed to buck this trend by somehow making ghosts scary again. No, scrap that – *Project ZERO* has managed to make ghosts truly terrifying. The developer achieves this with the help of a nightmarish back story and that aforementioned power of suggestion. There's no comedy white-sheeted nonsense here – these ghosts are angry and you're going to know it. They're the spirits of people who've been subject to hideous ritual abuse, torture, strangulation and hangings. They haunt the Himuro house, a derelict, creaking, perpetually dark marriage of Amityville and the Bates' residence, and create an edgy sense of foreboding which *Project ZERO* thrives on.

Plot time. Mafuyu, an investigative journalist, visits the notorious house to try and uncover the secrets of its past. It's a doomed mission from the start and after nine days and Mafuyu's subsequent disappearance, it's left to Mafuyu's sister Miku to search the mansion and rescue her sibling.

Project ZERO effectively primes you for what to expect by making you play the opening level in grainy black and white. In this prologue (which also serves as an introduction to the game's main functions) you play as the ill-fated Mafuyu, retracing his last steps before he's attacked by a spirit manifesting itself as a hallway of human

//Tecmo's cinematic horror game somehow makes ghosts truly terrifying again//

hands. Cleverly, the camera switches to the first-person at this point, pitching you right into the middle of the claustrophobic terror. It's a chilling introduction to the game's cinema vérité style, a scratchy monochrome 'shaky cam' which makes the contorted ghostly apparitions fitting in and out of your line of vision all the more unsettling.

After the screen fades to white, the game begins in earnest. You now assume the role of Miku in the same spot as her brother disappeared, only now the display shows muted colour: a la *Silent Hill 2*. That means you can now enjoy *Project ZERO*'s main innovation – the use of a camera as a combat system...

READY FOR YOUR CLOSE-UP?

Where *Silent Hill 2* gave you wooden planks and shotguns, and *Resident Evil* equipped you with crossbows and AK-47s, *Project ZERO*'s entire arsenal consists of a single camera. Not a whistles and bells digital camera, complete with 007 gadgetry, you understand, but a simple Brownie point-and-click. Thankfully this is no ordinary camera. It's a family hand-me-down that boasts supernatural powers. Most importantly, it enables Miku to 'extinguish' evil ghosts who attack her. Each click of the shutter takes a proportion of power from the spirit, and if a shot is suitably close up, more damage is inflicted. The camera isn't just a weapon, though. It also gives you the ability to reveal hidden images in doors and walls and remove talismanic powers from certain areas.

Back in the real world, you could argue that most PS2 gamers want blood, guts, gore and heavy

THE ROPES OF WRATH

Project ZERO's story has some basis in fact, at least as far as religious symbolism goes.



A touch curious about the strange ropes that are continually mentioned as you pick up fragments of info on your way round the house, OPS2 investigated whether they had any grounding in real life.

We discovered that these ropes are called 'shimenawa' and are used to mark a sacred precinct, traditionally believed to ward off evil and sickness in the Japanese Shinto religion. On New Year's Eve, people hang shimenawas over doorways or the front bumpers of cars to protect them from evil in the year ahead. In *Project ZERO*, however, they are used for far more unpleasant purposes (cue spooky cackle)...



The Pointing Girl. The more of these passive ghosts you picture, the more points you earn.

"Dammit woman, this is no time for heavy drinking." Miku takes a nap.

The Himuro mansion is filled with strange artefacts.



Woman Pulled In



Once you've snapped your ghost, add it to your gallery.



Getting gripped by a ghost is quite a terrifying experience. Not least because it makes the screen do this. Your power is sapped quickly, too.

THE SIXTH SENSE

Your magical camera is able to see beyond the real world and can offer clues to help Miku progress through the Himuro residence. Here's how it's done:



1. FIND A PORTAL DOOR
Doors that are possessed by some kind of talismanic force have a tendency to look like a wobbling jelly. They also have a note attached to them.

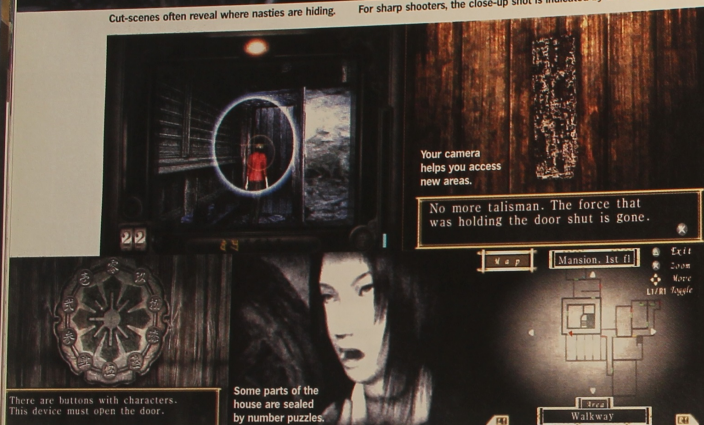
2. TAKE A SNAPSHOT OF IT
The note on the door doesn't say, "Two pints today, please." It tells you the door's sealed by a spirit. Take its picture and wait for the magic to happen.

3. GASP IN AWE
In this case, the door dramatically morphs into a water wheel, indicating where Miku is to go next. The water wheel's story is told in a subsequent cut-scene.

REVIEW PROJECT ZERO



Cut-scenes often reveal where nasties are hiding. For sharp shooters, the close-up shot is indicated by this orange ring.



There are buttons with characters. This device must open the door.

Some parts of the house are sealed by number puzzles.

□ In *The Shining*; others are headless, display dreadful wounds or crawl relentlessly towards you, grasping at your ankles. Charming.

SHOCK THERAPY

Contact with spirits causes the screen to turn grainy and Miku's heart to pump, which is conveyed to the player via a now-rumbling Dual Shock. Should you then get ensnared by a ghost, the screen switches to a colour negative as you're unceremoniously mauled. Because these visual treatments seem so alien to videogames, the result is incredibly effective. Finally, we're seeing horror imagery on a console usually reserved for the dark realms of underground cinema.

But don't go away thinking *Project ZERO* is just about shock-factor. The game's structure is compulsive and intriguing enough to give anyone who enjoys an adventure-based explore-'em-up a good ten hours' play as they attempt to uncover the truth behind Mafuyu's disappearance. The only problems we had were down to inferior collision detection. This meant we had to adjust Miku's orientation in order to pass through gaps or face a *Resi*-style moonwalking effect as she bumped into invisible barriers. Another fumble that might irritate less patient players is the game's slow pace. The unique combat system can also take a while to familiarise yourself with.

Our one true residing memory of *Project ZERO*, however, is that of one of the most genuinely disturbing moments ever seen in a videogame.

//Ghosts come complete with eyeless faces, their mouths dripping off in agony//

Finding ourselves locked in a dark room with our ghost indicator flashing and pad a-thumping, we knew that something, somewhere, was hidden in the shadows. After ten minutes of pacing around, we decided the game was lying and prepared to leave the room. On the way out – and noticing that if you walked past a certain point Miku looked slightly roofwards – we flipped to camera mode one last time and looked up and... **BLOODY HELL!** There's a dead bloke hanging from the ceiling! THAT'S DISGUSTING! Only a videogame? Don't believe a word... □ George Walter

PROJECT ZERO

Why we'd buy it:

- At last, an entirely original concept
- Genuinely scary gameplay and story
- It has its own unique style

Why we'd leave it:

- Slow-paced, even lumbering in places
- Can actually become quite depressing
- Questionable collision detection

Project ZERO should be applauded for its unique gameplay and horror visuals. Its problems will pale into the background for those who embrace its unnerving charms.

Graphics Hugely atmospheric, with brand-new effects
Sound Guaranteed to set your molars on edge
Gameplay A new idea, so it takes a while to get used to
Life span Replay value with unlockable modes

08

08

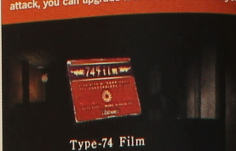
08

07

PlayStation 2 NERDICT

SUPER SNAPS

Although the camera is Miku's only means of attack, you can upgrade it in two different ways:



Type-74 Film

FILM UPGRADES

As you investigate the house, you'll find several different types of film: Types 14, 30, 74 and the extremely effective Type 90. The higher the number, the more effective the film is at dispatching ghosts. We highly recommend you save the Type 90 for when you replay the game in aptly-named Nightmare mode. Trust us, you'll need it. We did...



Spirit Stone

SPIRIT STONES

The more Spirit Stones you collect during your investigations, the more of the camera's auxiliary functions are revealed. These include faster wind-on and zoom functions. Dead handy in battles with particularly stubborn ghosts during later levels.



Another spook is seen off with a click of George's fucnmak.

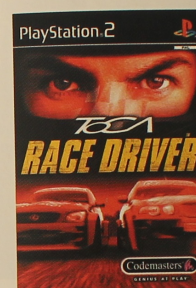
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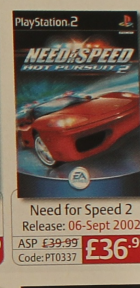
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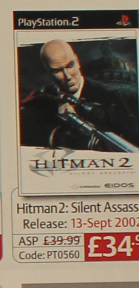
Toca Race Driver
Release: 23-Aug 2002
ASP £39.99 **£34.99**
Code: PT0015



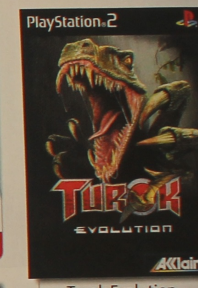
Commandos 2
Release: 30-Aug 2002
ASP £39.99 **£34.99**
Code: PT0387



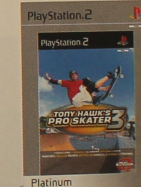
Need for Speed 2
Release: 06-Sept 2002
ASP £39.99 **£36.99**
Code: PT0337



Hitman 2: Silent Assassin
Release: 13-Sept 2002
ASP £39.99 **£34.99**
Code: PT0560



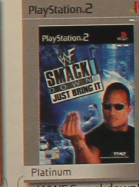
Turok Evolution
Release: 06-Sept 2002
ASP £44.99 **£36.99**
Code: PT0367



Tony Hawk's 3: Platinum
Release: 30-Aug 2002
ASP £19.99 **£17.99**
Code: PT0441



Freestyle
Release: 09-Aug 2002
ASP £39.99 **£36.99**
Code: PT0335



WWE Smackdown!
Just Bring It. Platinum
Release: 06-Sept 2002
ASP £19.99 **£17.99**
Code: PT0504



Mat Hoffman's Pro BMX 2
Release: 30-Aug 2002
ASP £39.99 **£32.99**
Code: PT0225



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THE GATEWAY TO GAMES

REVIEW DINO STALKER



Oh dear. Something tells us this chap isn't entirely well-meaning.

After first appearing in the opening level, aerial bombardment by Pteranodons is a recurring headache.

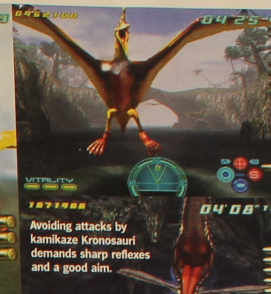


A sniper rifle is effective at taking out enemies, but uses up valuable time.



DONE WITHOUT A GUN
What you don't have a lightgun? Don't worry.

Towards the end of most levels, it becomes a tense race against time to dispatch remaining dinosaurs before the clock counts down.



Avoiding attacks by kamikaze Kronosauri demands sharp reflexes and a good aim.

BACK ON THE RAILS
Some levels prove once and for all that freedom isn't all it's cracked up to be.



Despite the heady promise of freedom to explore, the game's strongest levels are those in which you're not so free to wander. The third level, for example, sees you defending yourself from the confines of a mangy dinghy. You can still swivel through the full 360°, though – and you'll need to if you're going to protect yourself from waves of kamikaze Kronosauri or the telescoping attacks of Plesiosauri.

DINO STALKER

A space-time continuum rift makes a *Gun Survivor* game surprisingly enjoyable.

Publisher: Capcom
Developer: Capcom
Price: £39.99
Players: 1-2
Out: 30 August
Web site: www.capcom-europe.com
60Hz mode: Yes
Surround sound: No
Widescreen: No
Peripherals: Gun-Con 2

X If you've already shelled out on a Gun-Con 2 peripheral for your PlayStation 2, chances are you're still trying to justify the expense. After all, apart from the excellent *Time Crisis 2* (8/10, OPS2#013), excuses for investing in a lightgun have been relatively few. *Vampire Night* was reasonable (6/10, OPS2#019), and *Police 24/7* wasn't much cop (5/10, OPS2#017). But the worst of a pretty poor bunch had to be *Resident Evil Survivor 2 Code Veronica* (4/10, OPS2#18). So it's surprising to discover that *Dino Stalker* – the latest outing for the *Gun Survivor* series – proves to be quite such an accomplished effort, joining *Time Crisis 2* in justifying your outlay.

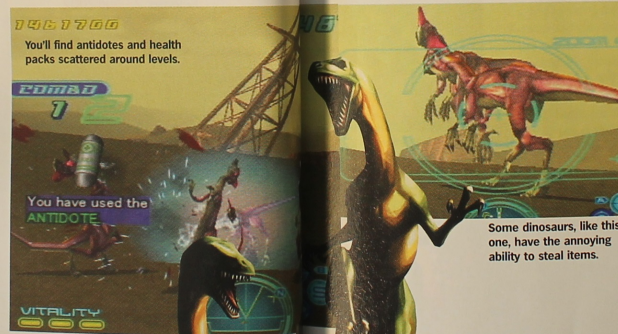
For a start, Capcom seems to have put a bit more effort into the game's plot than is usual for arcade-styled shooters. Not that it's going to win the Nobel Prize for literature or anything, but the dissociated, teasing narrative, delivered through some impressively polished FMV sequences, offers an intriguing incentive to sustained play. Commencing in a World War II dogfight, the opening movie sees the game's hero, Mike Wired (surely an unlikely name for a WWII fighter pilot if ever we heard one shot down and forced to eject from his aeroplane).

But that's just the where his problems begin as he's rapidly transported through a rift in the space-time continuum (typically towards a jungle that contains all manner of beasts more at home in the Cretaceous period). Over the course of the game, he must find out exactly who it is that's providing him with instructions via a radio that's

mysteriously appeared on his wrist, and discover the identity of an enigmatic female character whom he keeps bumping into while running a dinosaur-lined gauntlet.

The opening level takes place during Wired's descent, and proves to be a useful and fairly gentle introduction to the game's free-roaming controls as you protect yourself from incoming Pteranodon attacks. As with previous *Gun Survivor* titles, it's essential to master the use of the Gun-Con D-pad to orient yourself. *Dino Stalker* might be a lightgun game, but for large parts it's not restrictively on rails like *Time Crisis 2* and *Vampire Night*. Instead, you need to pay stark attention to your on-screen motion-tracker in order to receive directional guidance through levels and also to track incoming attacks, using directional buttons to manoeuvre. Thankfully you're aided by a type of auto-aim that rapidly spins you round to face any impending threats.

This ability to move freely throughout many of the game's levels lends *Dino Stalker* a fairly unique style of play for an arcade shooter – especially thanks to the different modes of fire at your disposal. In addition to the standard single-shot mode, it's also possible to take out enemies from afar using a sniper scope, or to cut through swathes with special weapons that these special weapons, which include grenade and rocket launchers, as well as a rather natty chain-lightning gun, also come in handy against bosses, and each one has its own strengths and weaknesses. But you can only carry one at a time, and should you



//For large parts it's not restrictively on rails like *Time Crisis 2* or *Vampire Night*//

daily too long thinking about tactics, or spend too much effort on stealthily sniping at the expense of rapidly progressing through a level, you'll find yourself running out of time.

Indeed, the inexorable and ever present countdown lends a satisfying sense of urgency and panic to levels that typically feature a fairly uniform structure: after exploring your surroundings, you must defend yourself against a concerted all-out assault by waves of saurian assailants, and then eliminate a typically tenacious boss. But ironically for a game in which the unique selling point is the freedom to roam, the real highpoints are those sections where the action is kept on rails – the opening level, for example, or a level in which you're in a dinghy (see *Freedom To Roam*).

FUN WITH A LIGHTGUN

Even these parts aren't as constrictive as most lightgun games, however, because you've still got to keep an eye on where attacks are coming from and turn to face them accordingly. But they are a welcome break from the slightly unwieldy movement controls of the free-roaming levels, and (as you'd expect) they boast more detailed environments. Nevertheless, level design is generally strong throughout. The variety and

distribution of power-ups help the game build to a compelling tempo. Shooting Tachyons, for example, gives you more time, while Medkits and Antidotes protect you from the worst ravages of the game's adversaries, and enhanced bullets make it easier to take out enemies.

The only reasonable gripe, apart from the occasionally ungainly movement controls, is that the game's fairly short – but then it's a lightgun game, so you already knew that. In any case, there's a host of unlockable extras (including a Two-player model to reward repeated play, and stringing together combos to unlock higher rankings is rewarding in itself. Likewise, intermittently murky graphics aren't desirable, but equally, they aren't exactly a major debacle. All things considered (especially the dire track record of the series so far) *Dino Stalker* is a worthy addition to the roster of PS2 arcade shooters, and deserves your attention. **Dave McCarthy**

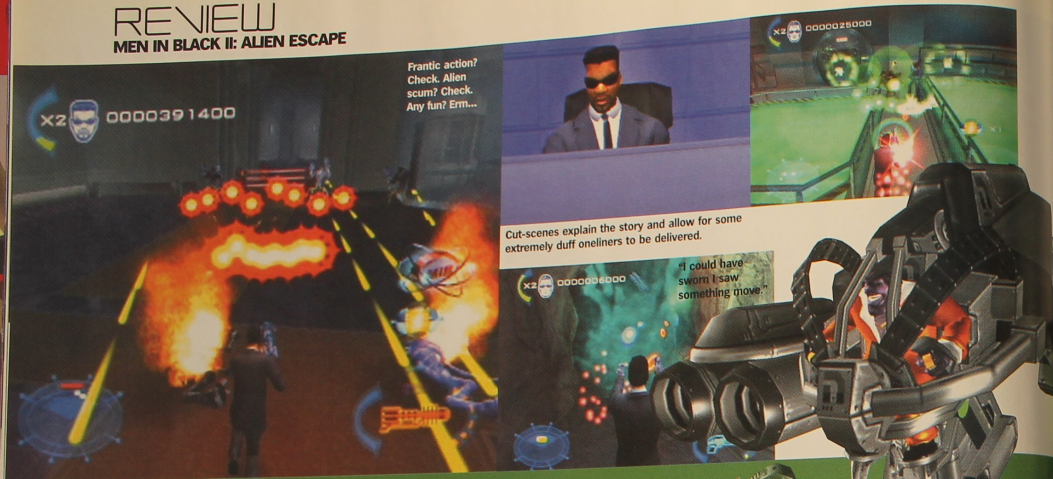
DINO STALKER			
Why we'd buy it	Why we'd leave it	Despite some unwieldy controls, <i>Dino Stalker</i> requires much more tactical nous than other lightgun games, and boasts plenty of power-ups and unlockables.	
- It banishes memories of older <i>Gun Survivor</i> titles	- Controls can be awkward		
- A tactically enhancing range of power-ups	- The game's too short		
- Inspired level design	- It's got dinosaurs in it		
Graphics	Occasionally murky but generally pretty	07	07 PlayStation 2 VERDICT
Sound	Effective if not revolutionary	08	
Gameplay	More freedom than most lightgun games	08	
Life span	Short, but plenty of replay value	07	



Though you've got a motion sensor, you won't always need it to find your enemies.

REVIEW

MEN IN BLACK II: ALIEN ESCAPE



Frantic action? Check. Alien scum? Check. Any fun? Erh...

Cut-scenes explain the story and allow for some extremely duff oneliners to be delivered.

"I could have sworn I saw something move."

MEN IN BLACK II: ALIEN ESCAPE

Alien scum threaten Earth again. Time to dust off those black suits.

Publisher: Infogrames
Developer: Melbourne House
Price: £39.99
Players: 1
Out Now
Web site: www.melbournehouse.com
60Hz mode: No
Widescreen: No
Surround sound: No



When an alien prison ship full of convicts crash-lands on Earth, the US government understandably panics. Said prison ship was programmed on a collision course with the sun – an expensive but thorough mass execution – until a meteorite smacked it on the nose, knocking it off course. So with deadly alien criminals crawling the planet there are just two people to call – cue the return of agents J and K. Taking control of either black-clad agent, a simple but effective plan is called for. Yep, kill them all. And within moments of booting up, it's off to the frontline to do exactly that.

Aside from the fact the plot of the game has sweet nothing to do with the plot of the film, first impressions aren't encouraging. While the interface is excellent (so excellent, in fact, that we were fooled into expecting something good) the voice acting is terrible, particularly the impersonations of Will Smith and Tommy Lee Jones. Games publishers, take note: if you can't afford the real thing, then do something imaginative instead. Like using speech bubbles. Or anything else.

Unfortunately, the quality of voice acting sets the tone for the rest of the game, which is a shame because developer Melbourne House has come up with a half-decent idea (at least, you can

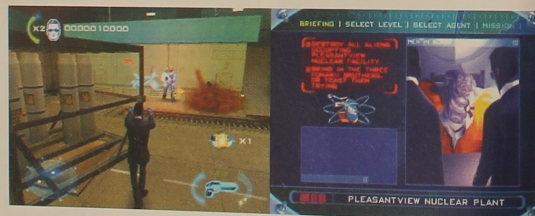
imagine it seeming that way during the initial planning meeting). *Men In Black II: Alien Escape* is basically an old-fashioned arcade top-down shoot-'em-up in the tradition of 1942 or *Narc* (ask your granddad, where you jig around, avoiding enemy shots while simultaneously blasting back at the enemy. Except this time it's in pseudo-3D).

ALIEN FRUSTRATION

The result is a fast and furious actioner, with aliens popping up all over the place and peppering you with fire. Shooting the critters rewards you with power-ups which increase the capabilities of your three-weapon (future flamethrower and future laser

The first boss, Grokk Dubois, has a small surprise for you...

Briefings are perfunctory: "Kill."



KNOW YOUR ENEMY, AGENT

"There's a whole world of alien fluff out there boys. I want you to go and make like a Hoover."



GROKK DUBOIS

A gun-running alien nasty who hangs around the docks. Wipe that smile off his chops.

MUTANT RALPH

Something nasty happened at the nuclear power plant. Freaky Ralph needs taking out.

ROTTERMITE QUEEN

Just when you thought you'd got your hands on boss man Jarra, he introduces you to his pet...

JARRA

At last, the villainous businessman who's syphoning our atmosphere for profit. Retire his derriere!

ZARNAK

The mysterious alien mastermind behind all the alien criminal masterminds. Eliminate him.

HERE COME THE MEN IN BLACK (AGAIN)

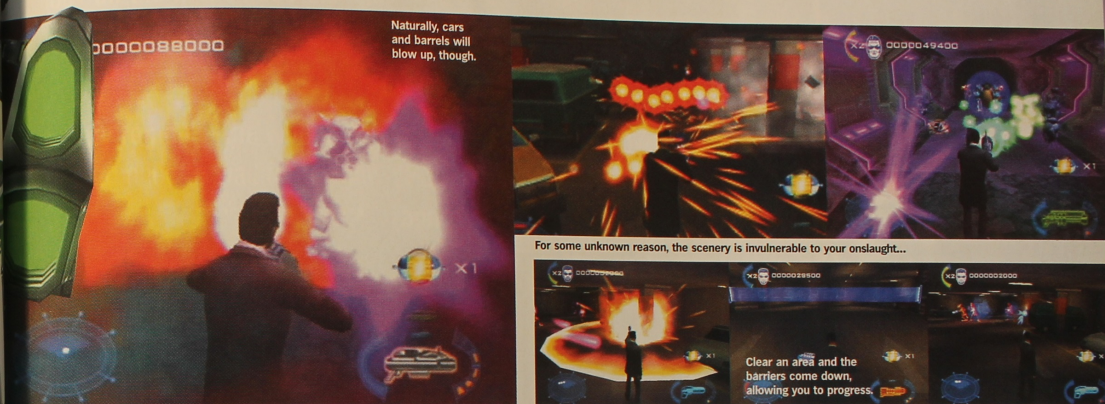
Although featuring the characters from the film, the story in *Men In Black II: Alien Escape* isn't the one you'll be seeing on the big screen this summer. Here's what the movie promises... AND STOP READING NOW IF YOU HAVEN'T SEEN IT YET!

1. *MIB II* the movie sees Agent J (Will Smith) several years on from the events of *MIB*. He's burned out and seemingly incapable of keeping a partner. When information suggests an alien artefact called The Light Of Zarthra is still on Earth, despite supposedly being sent off-world 25 years earlier, J is sent to find the MIB agent who worked the case.

2. Problem is, the agent is none other than his old partner, K, who's now working at a postal office, brain-wiped and unaware of his former life.

3. K is persuaded to return to MIB HQ and just as he's on the verge of having his memory restored, Serleena (Lara Flynn Boyle) an evil alien posing as a Victoria's Secret lingerie model, seizes control of the building and demands that The Light Of Zarthra be delivered to her.

4. Flushed from the HQ as a safety precaution, J and K are isolated and face a huge dilemma. How to get K's memories back, and find The Light Of Zarthra before the Earth suffers dire consequences.



Naturally, cars and barrels will blow up, though.

For some unknown reason, the scenery is invulnerable to your onslaught...

Clear an area and the barriers come down, allowing you to progress.

// Men In Black II has two main characters so why isn't there a two-player mode? //

Escape has two main characters, so it should've been easy to add a second player and – hey! – they could then watch your back, eliminating that impossible-to-counter rear attack syndrome mentioned earlier. Sadly, it's not to be.

Maybe we should be grateful that there are no bolted-on 'adventure' elements – *Men In Black II: Alien Escape* is bug-blasting destruction at its most mindless, and doesn't pretend to be anything more. The action is non-stop and good on the eye, with neat explosions and FX as the aliens disappear in clouds of blood and gore. The action is definitely exhilarating at times. It's just a pity that frustration creeps in so very quickly. Back in *Black*? Slack in black, more like. **Steve Faragher**

MEN IN BLACK II: ALIEN ESCAPE

Why we'd buy it:
- Because we're desperate for MIB film tie-in merchandise
- Translated, that means we're suckers

Why we'd leave it:
- Badly designed
- Poorly executed
- Immensely frustrating

What initially promises to be a decent film licence, soon disappoints with flawed, frustrating and simplistic gaming elements.

Graphics Good to look at, impossible to interact with
Sound Poor voice acting, but cool blaster noises
Gameplay Seriously flawed on all counts
Life span About as long as a mayfly's

05
05
03

PlayStation 2 VERDICT

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98%
PS2



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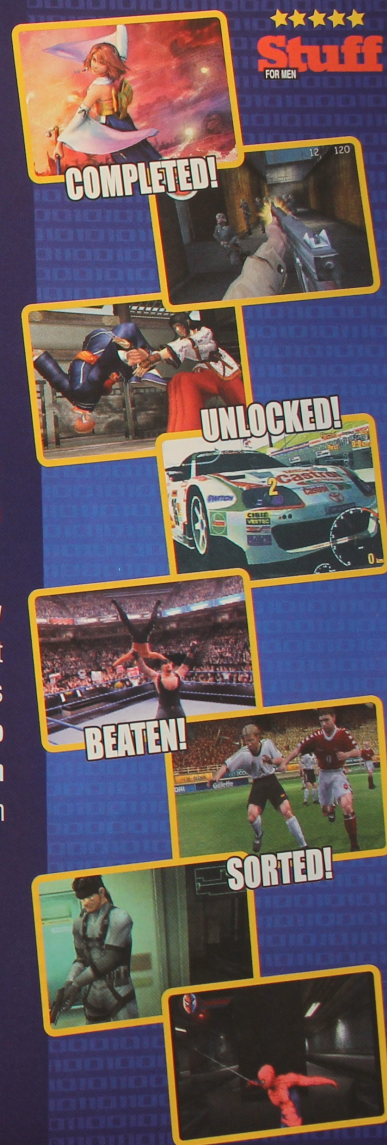
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Once you've learned to ride, you never fall off. Helps if you're risky Carmichael though.

MX SUPERFLY

He's got a plan to stick it to The Man... It's PS2's first Blaxploitation bike racer! Maybe.

Publisher: THQ
Developer: Pacific Coast Power And Light
Price: £39.99
Players: 1-2
Out: 13 September
Web site: www.thq.co.uk/mxsuperfly
60Hz mode: No
Widescreen: No
Surround sound: No

Back story

Sounding like something you'd buy in the American version of Monopoly, Pacific Coast Power And Light was originally founded by Don Treager, formerly of EA Sports. Bought by publisher THQ in 1999, PCPL is now based in Santa Clara, California and has its sights firmly set on the automotive side of gaming: after releasing MX 2002 and now MX Superfly, its next anticipated title is WWE Crush Hour.

Realistic motorbike games often have such stiff controls that playing them feels like trying to reverse-park a freight train. In a way, then, fortune smiles kindly on MX Superfly: it's able to pack in huge leaps and motocross mud scrambles, yet still retain an element of real-world bike dynamics.

Indeed, motocross novices will be surprised at the amount of tricks you can pull off sat on a motorbike. MX Superfly's trick system is pressure sensitive, you see, which means tapping a button has a different result to holding it. And the more impressive the trick, the more buttons you have to press – to execute real monster point-scoring, for instance, you have to use three buttons. Together, these control options multiply the number of tricks in your repertoire and ensure that it'll be a long time before you learn to use them all effectively.

The game boasts dozens of signature jumps, such as the Tsunami and the Rock Solid, and has a generous attitude towards gravity, providing you with ample airtime in which to bash out a few blunders. To perform a really big jump, though, you need to build up power with the shoulder button – and even when you can see a leap approaching, you still need to react quickly.

That's why MX Superfly's 22 sprawling tracks have been designed with so many chasm-clearing jumps – to give you ample opportunity to pull off as many tricks as possible. Stomach-churning dips and drops aside, MX Superfly's physics are also

definitely floaty, although the action retains a good pace. The tracks branch off in different directions to introduce an element of choice, and even come littered with small rocks and gravel that affect your landing. As dust from the track clings to his or her clothes, your rider nonchalantly brushes it off... A nice touch.

As you'd expect for a dirt bike game, learning to slide properly is one of the first skills you need to master. Tap the **△** button when turning to perform a small power-slide, or hold it down to execute a tyre-busting mega-skid that can be an animal to contain.

MX Superfly's controls are responsive and make the game enormous fun to pick up and play – they're beautifully tight and ensure that there's just as much pleasure to be had from wandering around the levels as pulling combos and progressing through the levels. But while it's



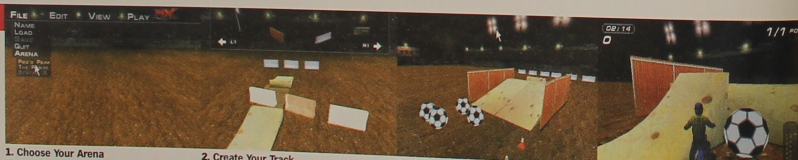
There's no slowdown, even with this many riders on screen.

No need to learn the names: it doesn't matter which rider you pick.



ON YER BIKE

Once you've exhausted all possible routes and stunts on the game's default tracks, have a go at designing your own.



1. Choose Your Arena

There are two to pick. Pike's Peak is the best – The Range is more barren than Southport beach in September.

2. Create Your Track

From a palette that includes traffic cones, footballs and ramps, construct your track. You're limited in how many you use, so concentrate on a good series of jumps.

3. View Your Creation

Before climbing on your bike, take one last look around your course via the view menu, using the analogue buttons to drift in and out.

4. Test Your Skills

Now put your course to the test: go into the play menu and leap around like Meatloaf to one of his own albums.



Aren't you glad you wore those knee-pads now?

Some levels involve balancing on roofs.



A crafty slide can save your bacon when you start slipping off course.



The levels aren't all dirt tracks.



Land like a lemon and there's no blood to spill or bones to break – just wasted time on the clock.



Waggle your way to aerial glory!



Bikers spend so long in the air that you start to feel more like a Sea World dolphin than a daredevil motocross champion.

REVIEW

MX SUPERFLY

JUMPING FOR JOY

Dirt biking's a whole lot more fun when you get tricked up to the eyeballs. Here's our simple three-step guide to aerial excellence.



1. Run up!

Hurtle around the track with your finger poised for a trick. You'll spot most of the leaps from afar. Just before you hit them, hold down **△** to build up a jump.



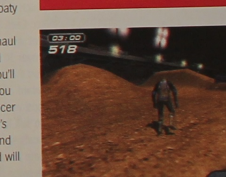
2. Jump!

Waggle the stick and mash those buttons. Whether you turn a trick by skill or instinct, you'll know when you've done it right. Some leaps, like these, are tricky to get right because you land on an angle.



3. Land!

If you avoid aiming for the middle of the track, you won't get caught up in the choke with the other riders when you land. Brake slightly if you begin to skid and you should pull out of it nicely.



"Mummy, a big boy took my bike."

fun to spend time pottering around in Freestyle mode, most of your time will be spent working your way through the Career section of the game. Here you create a player and nurse him or her up through the rankings to become a professional rider, unlocking new courses and circuits en route. There are no settings or attributes to pick from – simply set your rider's sex and appearance and leave the rest to the circuit.

MX Superfly also features 11 entertaining sub-games which, as well as earning you extra game cash, give you the opportunity to do crazy things with your bike. Tasks include delivering pizzas, collecting golf balls and jumping buses. There's also the obligatory Stunt Track Editor, which boasts three different stadiums you can fill up with ramps, barrels and stationary trucks.

NO NECK-SNAPPING FUN

MX Superfly certainly looks good, although two sacrifices have been made to its Renderware-coded graphics: the frame-rate is capped at 30fps and you can't go off-course. These limitations ensure that the trackside scenery, be it lush foliage or a fan-packed stadium, is always crammed with photo-realistic details. Even with 12 riders on screen at once, there's no jerking or glitches – just a smooth speedy race.

The only downside is the animation. Don't expect neck-snapping Tony Hawk's-style tumbles; your rider turns and topples like a wooden toy. Fall on your head and instead of an intricate display of pain and carnage, the bike rolls over like a stoned whale. Not very 'extreme'.

The soundtrack is better, though: it features an

//Learning to slide properly is one of the first skills you need to master on your bike//

impressive array of rock and hip-hop acts such as Hoobastank and Del Tha Funkie Homosapien, who augment the guttural roar of the bikes with throaty cries of their own.

MX Superfly is a thoroughly satisfying overhaul of last year's MX2002. If Dave Mirra with added mud and diesel sounds like your cup of tea, you'll find this a treat. In fact, let's put it this way: if you want two-wheel tyre marks, get a motorbike racer like Moto GP. If you want tricks, get Dave Mirra's Freestyle BMX. And if you want a hi-octane blend of both, get MX Superfly. Maybe Curtis Mayfield will even write a song about it. **lan Harris**

MX SUPERFLY

Why we'd buy it:

- Super slides and ace scenery
- Doesn't feel like you're racing
- Tons of tricks

Graphics

Smooth and detailed, photorealistic scenery

Sound

Cultural puns and home-like drones

Gameplay

Big mighty jumps and deep dirty skids

Life span

Loads of levels to pack with tricks

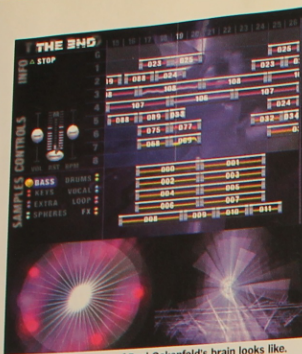
Formidable churning motocross action, with an adrenaline-charged mix of man and machine power. Nice graphics, great leaps and heaps of tricks.

07

PlayStation 2 VERDICT

REVIEW

EJAY CLUBWORLD



Another fat payday for the ever cheery Cox.

SOUND OPTIONS

With the right leads, eJay enables you to outwit your tunes to a recording deck at CD quality. You can also fiddle around in host of other ways.



LIVE JAM MODE

This enables you to bind samples to buttons on the Dual Shock, and then trigger them while your tune plays. Plug in a MultiMix and up to three other players can join in, inevitably creating the sonic equivalent of a car crash. It's a gimmick, but a welcome one nonetheless.

VIDEO GENERATOR

As is traditional with these kinds of affairs, you can accompany your track with a video which comprises eye-scouring flashing effects and swirling neon clouds. The prospect of inviting friends over to dance around the living room seems unlikely.



EJAY SCRATCH MODE

Enraving Cut Chemists can use the dual-analogue sticks to practise their scratching skills or lack thereof. Again, it's primarily there for novelty value, but at least saves on those expensive styluses.

EJAY CLUBWORLD

Why we'd buy it:

- Highly enjoyable when a tune comes together
- We've exhausted MTV
- We worship Sade as the Second Coming

Why we'd leave it:

- We lack musical ability
- MTV Music Generator 2 is out on Platinum
- The Queen Is Dead by The Smiths is the greatest album ever

Graphics

Clean design, if a little austere

Sound

It's a music game - you do the math

Gameplay

Only limited by your imagination

Life span

Massive, but each song takes an age

Endless entertainment - if you can tell the difference between Parisian deep house and German techno. The perfect music creation game for gaming dance music obsessives.



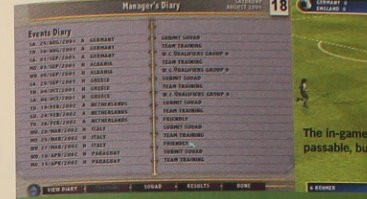
PlayStation 2 VERDICT

REVIEW

SVEN-GÖRAN ERIKSSON'S WORLD MANAGER



It will take you a good few hours just to assemble your squad, sifting out the quality from a huge list of league players.



What, no goals? You can change the formula mid-match.



SVEN-GÖRAN ERIKSSON'S WORLD MANAGER

Best played before June 2002, this mouldy Swede's way past its sell-by-date.

Publisher: 3DO
Developer: Ancos
Price: £19.99
Players: 1-4
Out: Now
Web site: www.3do.co.uk
60Hz mode: No
Widescreen: No
Surround sound: No



You have to admire the exquisite timing of this international football management sim. As the summer of St George gives way to the regional flag-waving of the domestic season, what better pastime than recreating England's entire World Cup 2002 campaign? A sweetly struck blow to your floppy parts, perhaps?

Starting out way back in October 2000, before our Kevin Keegan proved that love is, in fact, not all you need, you must assemble a squad and wedge it through the European qualifiers and a series of friendships to World Cup 2002 and beyond. The early part of the game involves trawling through reams of domestic player lists, monitoring form, and deciding on tactics (like getting the boys to actually pass the ball through midfield).

Once happy with your choices, the tactical fine-tuning takes place using an old-fashioned chalkboard. Here you can create link-ups, mark out player runs and tweak player positions. There's also a healthy selection of formations to choose from and a range of tasks that you can assign to each player. Quite amazingly, your men actually do what you tell them to on the pitch, too.

There are stars aplenty to consider when trying to strike that winning formula, with each player rated for all aspects of play. As the domestic leagues unfold, you'll also be able to spot who's on fire and who's a Kieron Dyer. Keeping an eagle eye on domestic matters does become rather tedious, though, and you're better off just going for the quality players you know, rendering the scouting somewhat pointless. There's also a credible post and pre-match analysis system for games England play to help you make your choices for the final

23 you'll take to the Orient - although, sadly, no foxes Italian lawyers to use as a sounding board. Despite arriving in the shops about four months too late, Sven-Göran Eriksson's World Manager isn't too bad and bears many of the hallmarks of quality management games such as LMA. The menu system is simple and effective, the Tactics Designer is neat, and the in-game highlights are reasonable. You can view pitch action from a number of different angles at a range of speeds, although the goal replays - the only real match day excitement - are a little shoddy, especially the 'keepers, who juggle about like they're having a Ronaldo '98 fit.

Although decent for the casual managers (and cheap, too), Manager is perhaps a little lightweight for veteran campaigners, because it jettisons all the staffing and financial elements that makes the likes of the mighty Championship Manager so engrossing. Its saving grace, however, must be that you can now give Andy Impey the place in the squad that he so richly deserved. **Nick Ellis**

SVEN-GÖRAN ERIKSSON'S WORLD MANAGER

Why we'd buy it:

- To position Seaman two feet further back
- To get England to play half-decent football
- Not too complex for new managers

Why we'd leave it:

- 35 years of hurt and better sims on the market
- Not hardcore enough for experienced managers
- More cynical Sven branding than new managers

Graphics

Functional menu screens, passable matches

Sound

Virtually non-existent

Gameplay

Good scope for creating a winning team

Life span

A weekend to win the World Cup?

Green lines show routes to the goal.

3. Hal it works. Checking out the post match analysis reveals that Macca has an excellent work rate and a pass accuracy to match Captain Marvel over on the right. Win the World Cup with the Mac in the starting 11, then post your saved game to the FA with an application to manage England at Germany 2006. Job done.

2. So stick him on the left, use the chalkboard to get him making runs down the wing, and then, with the help of the Tactics Designer, get him spanking in the early cross for little Mickey Owen and the second striker of your choice to run to. Sell! That Champions League winner's medal wasn't for nothing.

1. Although few would argue with Sven's final 23, leaving out Real Madrid's Steve Mac was surely one glaring mistake. The floppy-haired Scouser would probably have proved a better option than Kieron 'I'm not even close to being fit' Dyer. Manager gives you a chance to try out this theory for real.

05

PlayStation 2 VERDICT

Macca gets set to whip in an early ball.

A respectable but all-too-shallow management sim, with a release timed like a Thierry Henry tackle.

05

PlayStation 2 VERDICT

START YOUR ENGINES!

IT'S THE ULTIMATE RACING EXTRAVAGANZA!



11
PLAYABLE
DEMOS!

PLAY PS2'S BEST
RACERS INCLUDING:

- WipeOut Fusion
- Burnout
- F1 2002
- World Rally Championship
- And the Fall Guy-tastic Stuntman!

A Racing Games Special Edition from the makers of PlayStation 2
Featuring a multi-storey car park full of ace racers: **Stuntman**, **GT: Concept**, **TOCA Race Driver**, **Colin McRae Rally 3**, **Auto Modellista** and loads more!

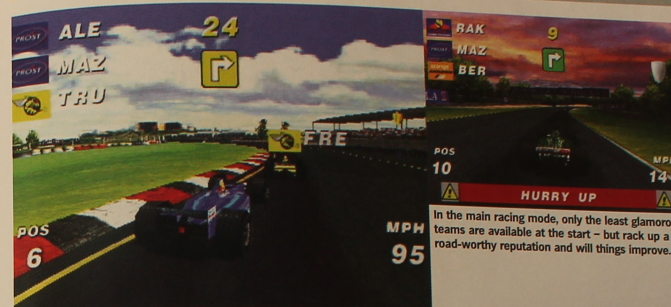
- ➔ EVERY PS2 racer reviewed!
- ➔ Previews of ALL the racing games speeding onto PS2!
- ➔ Massive features!
- ➔ Tips and cheats galore!

**ON SALE
NOW!**

REVIEW

PS one™

The best PSone reviews in the business, courtesy of Official PlayStation Magazine.



FORMULA ONE ARCADE

F1 minus the sim and the safety cars? Crack open the bubbly, it's arcade time...

Publisher: SCE
Developer: Studio 33
Price: £19.99
Players: 1-2
Out: Now



It's hard to shake the feeling that, when PlayStation was taking cool lessons, F1 games sat at the back of the class. Like your common class nerd, they've traditionally contained reams of stats and can scare newbies more than sitting a ten-hour algebra exam. Backwards. In Latin.

So we've really been looking forward to F1A – a game which promises to scratch the car keys of fun down the bodywork of the standard racer. There are no car-tweaking options or lengthy practice sessions – in fact, none of the sim baggage that so marked out F1 games of old. Instead, you blast straight off the grid into the thick of things. More pointedly, you blast straight off the grid, cut up Mr Schumacher and ram through the back of Mr Montoya. Heh.

But while the long-winded Championship mode of old may have gone, there's still plenty of meat to the game. Race solo or go head-to-head with a pal, or tackle the three Stage modes, where a top performance unlocks new tracks and cars. Then there's even more to play for, with an extra difficulty level, track mascots to collect and course ratings to improve upon.

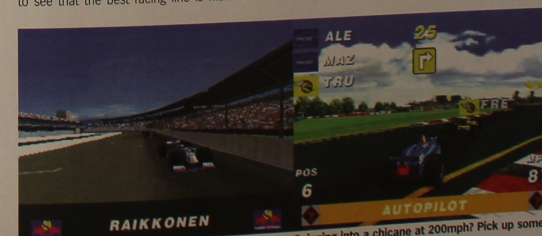
PSone veterans may initially be disappointed to see that the best racing line is marked on

// Arcade in the best sense of the word – offering addictive, jaw-dropping action//

the track, but you soon realise that both speed and control count. The races are so tense that the challenge comes from trying to stick close to the racing line, not finding it. And F1A's learning curve takes a sharp hairpin to the hard side when you reach Pro mode, with only the most dedicated petrol head ever seeing ace bonus modes like the Tag game or Pursuit mode.

Sadly, while Formula One Arcade's feature-filled, fun and fast, it's not without faults. First, the teams and drivers are last year's models. Second, the Two-player mode only offers one-off races. Lastly, the game would've been improved if it'd kept the team and driver championships and added the checkpoints to them, rather than merely swapping one for the other.

Still, this is Arcade in the best sense of the word, giving you a hearty burst of addictive, jaw-dropping, retina-bursting racing. And who can argue with that? □

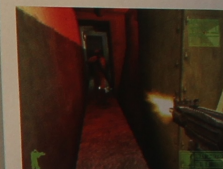


The start of a race is an excuse for all sorts of cut-scene tomfoolery. Very atmospheric.

Spinning into a chicane at 200mph? Pick up some autopilots and your PSone takes over.



ROUNDUP



REVIEW DELTA FORCE: URBAN WARFARE

Metal Gear Solid meets GoldenEye meets subtle-as-an-AK-47 GI Joe gung-ho action. In this extremely cool PSone FPS, Missions are gratifyingly varied, well designed, multi-objective affairs, while enemy AI is well tuned and encouragingly unforgiving. Graphically, there's the inevitable trade-off between speed, depth and detail, plus some ropey cut-scene quality, but die hard credentials and a kitbag crammed with whoop-ass, more than compensate.

PSone™
An excellent first-person shooter with a great story and clever design.

08
NERDICT

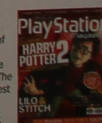


NEWS MICHAEL SCHUMACHER WORLD KART RACING

Vienna-based publisher JoWood aims to bring variation to the racing genre with Michael Schumacher World Kart Racing 2002 due out later in the year. With options to race in three different categories (50, 100 and 150cc), a variety of exotic outdoor and indoor tracks, plus a plethora of modes (Training, Career, Championship, Competition and Time Challenge), the title certainly promises to be more than just a shallow endorsement. Question is, can JoWood accurately recreate the unique handling of kart racing? Check back with us soon. □

ALSO ON PSONE THIS MONTH...

World exclusive playtest of EA's latest Harry Potter game plus a new playable demo of Platinum racer The Italian Job. For all the latest PSone demos, news and reviews, get OFFICIAL UK PLAYSTATION MAGAZINE.



media

DVD/INTERNET/PRINT/MUSIC
Done playing? Here's what you might like to watch, read and listen to...

Text: Lee Hart/Paul Fitzpatrick/Sam Richards/Tim Clark

And the inaugural meeting of The Cooper Temple Clause Fan Club (Mordor branch) came to order...



THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Entertainment In Video/£24.99/Out now

Film: The second bestselling book of all time (after *The Bible*) and arguably the greatest feat of imagination ever committed to paper (erm, after *The Bible*). JRR Tolkien's masterpiece has long been crying out for a grandiose celluloid treatment. Courtesy of the unlikely source that is schlockmeister Peter Jackson (*Bod Toste, Braindead*), that treatment has finally been delivered. And how.

For any non-believers out there, *The Fellowship Of The Ring* is the first instalment in a trilogy about magical rings and Middle-Earth, wherein young Hobbit Frodo Baggins becomes the reluctant bearer of The One Ring – a trinket of unimaginable evil that fell from the finger of the Dark Lord Sauron. To stop Sauron getting his hands on the Ring and bringing darkness to the world, it must be cast into the Cracks of Doom in the realm of Mordor. And so begins Frodo's perilous quest, accompanied by a fellowship of the wizard Gandalf, Gimli the Dwarf, Legolas the Elf, Aragorn, Boromir and his three Hobbit friends Pippin, Merry and Samwise.

Right, if that synopsis has left you smirking and the very thought of goblins, orcs, elves and characters spouting dialogue

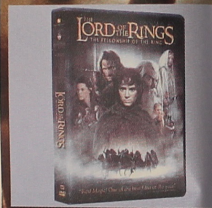
such as, 'I am a servant of the Secret Fire, wielder of the Flame of Anor!' makes you want to guffaw, this clearly isn't the film for you. The rest of us can exercise that part of the brain we call the 'imagination' and get lost in a world of fantasy, magic and epic battles that is nothing short of awe-inspiring. Incredibly faithful to the book and boasting levels of spectacle and character depth that few films in any genre can hope to match, Director Peter Jackson has worked wonders in translating Tolkien's vision to the big screen. Roll on, parts two and three... **LH**

Features: Sadly, the extra features weren't available in time for this issue, but the studio promises almost three hours of goodies, including a peek at the second film, three production documentaries, plus 15 featurettes, ranging from interviews with the cast to analysis of the special effects. However, good as this package is, true Rings aficionados might want to save their pennies till November (see *Hold Yer Horses, Gandalf!*).

Verdict: Three hours of epic fantasy adventuring that sets a new benchmark for modern blockbusters. Absolutely essential. **9/10**

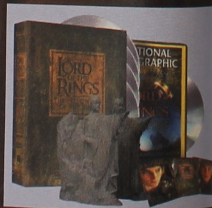
HOLD YER HORSES, GANDALF!

On 12 November, Entertainment In Video will release two more DVD versions of *The Fellowship Of The Ring* which promise to put the original well and truly in the shade. Before you rush out and buy the DVD reviewed here, a look at these beauties might just make you think twice. This is what you can expect:



THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING [EXTENDED VERSION] FOUR-DISC SET £29.99/12 November

A New Director's Cut with 30 minutes of extra footage incorporated into the movie. The full specs haven't been announced for the extras in this release but, suffice to say, it will boast six hours of supplementary material. This includes features not found in the original release, such as three commentaries by the cast and crew.



THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING [EXTENDED VERSION] COLLECTOR'S BOX £44.99/12 November

Set to be the fanciest, most comprehensive DVD package yet seen, this Collector's Box will also have the extended version of the movie and the six hours of extras. In addition, it will include two exclusive Argonath bookends plus the National Geographic Beyond The Movie DVD. Phew.

24

Fox/£44.99/19 August

Film: Unless you've been trapped under something heavy for the last few months, you'll know 24's central conceit. 24 episodes, each one tracing one hour of real-time in a single day as Counter Terrorist Unit team leader, Jack Bauer (Kiefer Sutherland) works to unravel a plot to kill a Senator who is on course to become the first black President of the USA.

While the theme may be high concept, the series is filmed with the cinematic style of a Seventies thriller. Using split-screen transitions between plot strands to show the overlap of action – and to reinforce the

unifying momentum of events – is a small stroke of genius. The cast, especially the always watchable Sutherland, act their socks off. And although after the first eight hours, individual episodes vary in their ability to grip and confound, 24 is a groundbreaking TV series that demands to be seen in its entirety or not at all. **PF**

Features: As well as six DVDs' worth of top TV, this boxset also includes an alternate ending (no, we won't give it away) and a preview of – yes! – the next season of 24!

Verdict: Like *Twin Peaks* and *The Sopranos* before it, this is landmark television. **8/10**



Liam Brady and Kevin Keegan pictured just before the Liverpool vs Arsenal game of 1982.

DON'T LOOK NOW

Warners/£15.99/Out now

Film: Released in 1973, the same year as William Friedkin's *The Exorcist*, *Don't Look Now* takes an altogether more restrained and symbolic approach to spiritualism, evil and the occult. But the movie is no less terrifying for it. A married couple (beautifully underplayed by Donald Sutherland and Julie Christie) escape to Venice to try and cope with the accidental drowning of their daughter. But before they've even opened their *Rough Guide*, Sutherland starts seeing his dead daughter running through the city's shadowy alleyways, and they meet two mystics who warn of impending doom.

Director Nicolas Roeg intercuts past, present and future events with religious imagery and dreamlike visions to maintain a disturbing, eerie atmosphere. Modern horror filmmakers, obsessed with jump cuts and cheap shocks, should watch this classic and hang their heads in shame – especially at the genuinely shocking conclusion, in which that tiny figure in the red coat turns out to be not at all what the couple expected. **LH**

Features: Just the trailer and an adequate Making Of featurette, but when the film's this good we shouldn't really complain.

Verdict: A chilling horror masterpiece. **9/10**

ALSO RELEASED THIS MONTH...

Before Night Falls (Fox/£17.99) *The Last Detail* (Columbia TriStar/£12.99) *Sleuth* (Anchor Bay/£14.99) *One Million Years BC* (Warner/£15.99) *Enigma* (Buena Vista/£19.99) *Thirteen Ghosts* (Columbia TriStar/£19.99) *Bangkok Dangerous* (Tartan Video/£19.99) *The One* (Columbia TriStar/£19.99)

Orlenti Etiquette Rule One: Never ever complain in a Chinese laundry...

KISS OF THE DRAGON

Fox/£17.99/12 August

Film: While Jackie Chan clobbers his way through sequels to his smash hits *Rush Hour* and *Shanghai Noon*, fellow chop-socky legend Jet Li is still battling to make his mark on Western cinema. Following disappointments such as *Romeo Must Die* and *The One*, *Kiss Of The Dragon* is easily Li's best Hollywood movie to date. Sadly, it doesn't begin to approach the standard of his ferocious Hong Kong kung fu classics.

Arriving in Paris to help the vice squad apprehend a Chinese drug lord, cop Liu Juan (Jet Li) immediately finds himself framed for murder and fighting to clear his

name with only his fists and a call girl (Bridget Fonda) to help. The movie opens with a superb action sequence in a hotel, where Li takes on the French police using everything from pool balls to laundry irons as weapons, before making his escape. Sadly, that's when the by-the-numbers plot kicks in and the film heads rapidly downhill. **LH**

Features: Five featurettes include portraits of Li and fight choreographer Cory Yuen, as well as analysis of the film's big action set-pieces. Plus, there's a group commentary.

Verdict: A decent Jet Li thriller that fails to fully capitalise on his fighting talents. **6/10**



"Listen, nerd boy, I know I've got a reputation, but I want out of here. I used to be Batman, dammit!"

WILLOW

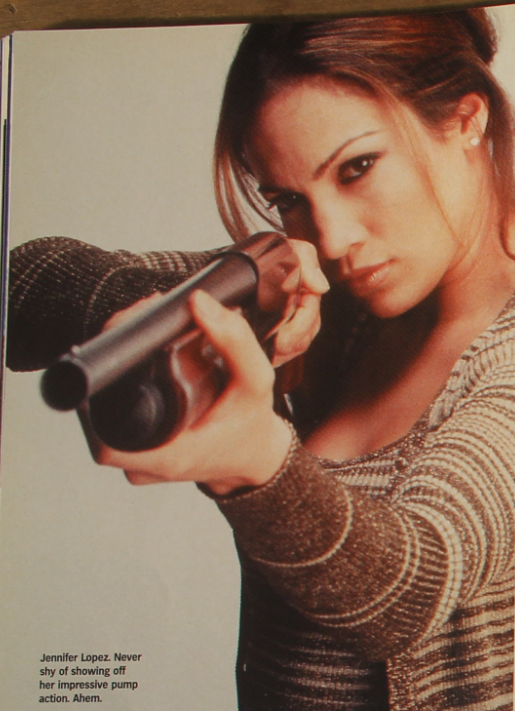
Fox/£19.99/Out now

Film: George Lucas's foray into the sword and sorcery genre sees dwarf Willow Uggood (Warwick Davis, who played Wicket in *Return Of The Jedi*) accompanying a magical baby to the castle of evil sorceress Queen Bavmorda, where ancient myth proclaims that the sprig will usurp the bitchy ruler. Along the way, in a transparent parallel of *Star Wars*, he meets cynical vagabond Han Solo, sorry, Madmartigan (Val Kilmer), a rebellious royal Princess Lat. Ahem, Sorsha (stunning Stockport sexpot Joanne Whalley). It's standard *Dungeons & Dragons* fare with various monsters, warriors and

comedic midgets cropping up between Willow's village and the Queen's gothic castle. As usual, Lucas oversees affairs with a straight face, but the fast pace, together with some decent set-pieces, makes for a watchable slab of hokum. **LH**

Features: Warwick Davis delivers a cheery commentary – this was the little fellow's career highpoint and he clearly remembers it fondly. *Mori To Morphing* looks at the pioneering FX work and there's a Making Of, including interviews with all the principals.

Verdict: Entertaining fantasy romp that'll delight the kids more than the adults. **6/10**



Jennifer Lopez. Never shy of showing off her impressive pump action. Ahem.

TOP 10 POP STAR DVDS

Rio Bravo

Warner/\$12.99
Film: Howard Hawks took a crazy gamble casting two pop stars in this classic Western, but it paid off in fine style. Crooner Dean Martin is the sozzled sheriff and rocker Ricky Nelson the quick-draw gunfighter who team up with John Wayne to fight off a posse determined to rescue their leader from the county jail.
Features: Theatrical trailer.

Desperately Seeking Susan

MGM/\$15.99
Film: Making her proper film debut (after a bit of softcore porn) Madonna stars as sassy, fishnet-clad Susan, who enraptures bored housewife Rosanna Arquette with her free-spirited, loose-knickered lifestyle. Pretty much playing herself, Madonna is great here. Sadly, in her subsequent movie career she's actually been called upon to act – with disastrous consequences.
Features: Alternative ending.

Boogie Nights

Entertainment In Video/\$19.99
Film: Following impressive turns in the likes of *Fear* and *The Basketball Diaries*, Marky Mark Wahlberg made it big – and earned forgiveness for his *Funky Bunch* antics – thanks to his tour de force performance as porn star Dirk Diggler in PT Anderson's masterful peek at late Seventies, early Eighties USA through the lens of the porn industry.
Features: Interviews.

Men In Black

Columbia TriStar/\$24.99
Film: Ripper-turned-TV-star Will Smith turned into a blockbuster movie idol thanks to this sci-fi comedy of top secret government agents "protecting the Earth against the scum of the universe."
Features: Documentary. Extended scenes. Featurettes. Commentaries. Music videos.

Blade

Entertainment In Video/\$19.99
Film: Pat Garrett & Billy The Kid is currently unavailable on DVD, but grizzled country singer Kris Kristofferson can also be seen here as the wise mentor to Wesley Snipes' vampire hunter.
Features: Deleted scenes. SPX featurette. Interviews. Trailer.

Quadrophenia

Universal/\$19.99
Film: Sporting an improbable hairdo and dancing like a loon, a pre-Police Sting displayed his acting chops as ladies' man Ace in this infamous tale of mods, rockers and teenage angst in Sixties England, inspired by The Who's titular album.
Features: Film montage.

Out Of Sight

Columbia TriStar/\$19.99
Film: Jennifer Lopez received huge acclaim (and paved the way for a return to popdom) for her sex-sational turn as a US marshal tracking escaped con (and love interest) George Clooney in this ultra-cool crime caper from Steven Soderberg.
Features: Commentary. Deleted scenes.

Three Kings

Warner/\$19.99
Film: Already an established actor with starring roles in *Boyz n the Hood* and *Friday*, bad boy rapper Ice Cube entered the mainstream as a soldier in this Gulf War caper – retrieving Kuwaiti gold from the Iraqis with the help of George Clooney and Mark Wahlberg.
Features: Commentaries. Documentary. Director's Journal. Interviews. Deleted scenes.

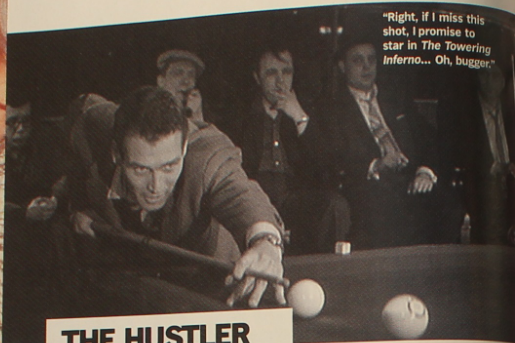
Training Day

Warner/\$19.99
Film: Continuing the modern trend of rappers making a successful crossover to the movies, this cracking thriller of police corruption co-stars Dr Dre as a bent cop and Snoop Dogg as a drug pusher and police informant – both roles he has filled in real life according to Nick Broomfield's recent incendiary documentary *Biggie And Tupac*.
Features: Commentary. Documentary. Additional scenes. Music videos.

From Here To Eternity

Columbia TriStar/\$19.99
Film: After successful acting forays into musicals such as *On The Town*, Frank Sinatra finally earned critical acclaim (and an Oscar for Best Supporting Actor) in a non-singing role: playing wiseacre soldier Maggio in this powerful (if soap opera-ish) tale of Army life in Hawaii prior to the Pearl Harbor attack.
Features: Commentary. Commentary. Theatrical trailer.

»DVD REVIEWS



"Right, if I miss this shot, I promise to star in *The Towering Inferno*... Oh, bugger."

THE HUSTLER

Fox/\$19.99/Out now

Film: This all-time great pool hall melodrama stars Paul Newman as 'Fast Eddie' Felson, an up-and-coming pool hustler with huge talent and self-destructive bravado to match. After narrowly losing a marathon high-stakes match against the legendary Minnesota Fats (Jackie Gleason), Eddie is determined to prove himself the best player in the country, but finds himself torn between the contrasting influences of cutthroat manager George C Scott and alcoholic girlfriend Piper Laurie. **LH**

Features: *The Inside Story* is a fascinating documentary on the making of the movie and the history of the sport itself. There's a great commentary assembled from interviews with Newman, *Time* magazine critic Richard Schickel and various members of the crew. We also get analysis of the pool scenes with world champion trick shot artist Mike Massey plus a stills gallery.

Verdict: Classic hard-boiled combination of film noir and sports movie with a never better Paul Newman. **9/10**



"Hi, I just fell to Earth in my tin machine [cheers!] You wouldn't happen to have any hair wax, would you?"

THE MAN WHO FELL TO EARTH

Warner/\$15.99/Out now

Film: Lone alien envoy Thomas Jerome Newton (David Bowie) arrives on Earth having travelled across the cosmos to find water for his dying planet. Taking a human form, he uses ET science to set up an advanced technology company in order to raise the billions of dollars he needs to build a new spacecraft and transport water back home. But after falling for Mary-Lou (Candy Clark) and falling foul of humankind's ruthless business practices, his stay on the planet is much longer than anticipated.

Director Nicolas Roeg's sci-fi epic explores the full possibilities of cinema – playing with time and perception to startling effect. Otherworldly to begin with, Bowie is perfect in the role of Newton. A stick-thin

Englishman with flaming red hair and alabaster skin, cast adrift in backwater USA it's no stretch to accept his alien confusion with a world of mass media, mass consumerism and an 'every man for himself' attitude that slowly eats away at both human relationships and the planet itself. **LH**

Features: Aside from the trailer, the only other extra is the excellent retrospective documentary *Watching The Alien*, which traces the movie from its origins in a girlfriend-swapping party (where Nic Roeg met Candy Clark) to its eventual recognition as a science fiction classic.

Verdict: An intelligent, sprawling satire that, like all the best sci-fi, is really commenting on the current political landscape. **8/10**

THE TRUE MASTER ONLY ENGAGES THE WORTHY OPPONENT



The one true-to-life martial arts fighting game.

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PlayStation 2
THE THIRD PLACE



Ladies and gentlemen, only the strongest tips, stripped of flab and six-packed to perfection, make the Hardcore elite...



Being the kind of fella who likes to fry archrivals on cooler rings or flush them down the bog whenever they dare frequent my luxury pad, it's a tad weird for me to offer so much of this month's Hardcore over to Activision's sublime Spider-Man (what's this, a movie tie-in game that's actually pretty good?). We've got the definitive guide to everything Spider-Man, which includes the complete level walkthrough, combat techniques, hidden areas, secrets, chests plus a selection of extremely cool things to look out for while playing.

Also this month, we present the final part of our Final Fantasy X walkthrough, thanks to Piggyback's epic official strategy guide. Elsewhere, we give you the latest codes and secrets for all the other games you've got under the telly - like the full list of unlockable cars in GT Concept.

If any of you are planning a summer holiday out there, looks like you'll have to think again if you're going to finish this lot before next month...

Guy

Ryan Butt
HARDCORE EDITOR

FINAL FANTASY X

Alas, the epic journey comes to an end. But as this concluding chunk of walkthrough confirms, there's plenty to do yet - not least defeating the evil Yu Yevon, a boss with 99,999 HP. Ulp!



THE OFFICIAL STRATEGY GUIDE

SQUARESOFT

PROVIDED IN ASSOCIATION WITH PIGGYBACK A MORE COMPLETE SOLUTION AND FULL VERSION OF THE TEXT CAN BE FOUND IN THE 228-PAGE FINAL FANTASY X OFFICIAL STRATEGY GUIDE AVAILABLE FROM PIGGYBACK PRICED AT £12.99 AND AVAILABLE IN ALL VIDEOGAME RETAIL OUTLETS NOW.

*Free demo! Why not test the 228-page encyclopedia for yourself? Read 12 pages of the Final Fantasy X Official Strategy Guide for free. Download at www.authorisedcollection.com where you can also obtain your free copy of the Guide's exclusive Rikku's Overdrive Mix Tape. Plus, browse the new Final Fantasy X art gallery or enter your artwork in the collection!

DO YOU SPEAK AL BHED?

If not, the quickest way to understand this language is to go online and check out Piggyback's translator at: www.authorisedcollection.com/en/al_bhede. The chest on the left asks you what it contains. The question is posed in Al Bhed. Choose your answer from a list which contains three options and six items. Top row: Bomb, Elixir, Hi-Potion; middle row: Mega-Potion, Soft, Chimera; bottom row: Potion, Remedy, Evil Eye. While selecting the contents, bear in mind that ELIXIR is probably the rarest of the items. The second chest's security mechanism demands that you pick three Al Bhed words from a selection of nine, as follows:

1. Sorry is the middle word in the bottom line.
 2. Wait is at the far right of the middle line.
 3. Pardon is right in the middle. Your linguistic skills will be rewarded with a Friend Sphere.
- You'll also find your language skills useful in the other living quarters to the Northeast. For instance, you'll see a chest lying on the floor to the right of the Al Bhed COMPARISON SPHERE. This chest requires you to solve four mathematical puzzles. These shouldn't be a problem unless you've neglected to collect primers. The answers are: 5, 6, 3 and 3, and for your troubles you'll be rewarded with a SPECIAL SPHERE. The chest closes to the front, on the right, poses four questions, each of which has four possible answers.

The solutions are: Question 1 = 3rd answer (Yes); Question 2 = 4th answer (brother); Question 3 = 2nd answer

(Bikanel Island). Question 4 = 1st answer (Al Bhed). You'll be rewarded with a SKILL SPHERE.

NO SIGN OF YUNA

There's a chest obscured by steam to the left, beneath the stairs, which contains four AL BHED POTIONS. You'll find six more in the chest right at the Northern end of this corridor. Go across to the Western section of the complex. On the lower level, open the two chests containing a LV 4 KEY SPHERE and a LV 2 KEY SPHERE. Continue on through the door in the Northwest. Once inside, you'll find a group of Summoners being held hostage, including Dona and Isaaru, but there will be no sign of Yuna. Don't forget to take the 10,000 GIL from the chest, before leaving Bikanel Island aboard the Airship.

THE AIRSHIP CAPTAIN CIP

Because you can't rescue takes priority, you can't choose your destination at this point in the game. Leave the Bridge and you'll have the opportunity to explore the ship and chat with the passengers. If you want to hurry things along, go back to the Bridge and have a word with the pilot, Broth. You'll find him sitting in the middle of the cockpit. You'll now have to make your way to the ship's upper deck, but be warned: the Airship is under siege and you will be open to attack from numerous fiends and creatures.

A man on the left-hand side of the Cabin will present you with four AL BHED POTIONS, and you'll now find Rin standing on the ramp leading to the deck. Save your game and sort out your equipment before heading up to confront Evrae. Your chances will be increased if Tidus has mastered Haste and Slow, or if you happen to have a weapon with these abilities. After defeating Evrae, your party will be a little worse for wear, but you'll still have to battle on in Bevelle... and for the moment you must make do without Yuna's help or a Save Sphere.

RIN AND EVRAE FIGHTING STRATEGY

Tidus should first cast Haste on himself, followed by Slow on Evrae and finally Haste on his team-mates. Evrae is a tough enemy, so the status effect may not work first time around. Rikku and Tidus can use Trigger Commands to order Cid to move the Airship away from, and closer to, your opponent. This manoeuvre can only be done if it's Cid's turn. Unfortunately, the captain rarely appears on the CTS display. Cid will generally be unable to move the ship in time unless Evrae has been slowed down. As soon as Evrae draws in a deep breath, you know it's time to issue the Pull Back command. The next time it's Evrae's turn, the creature will belch out a noxious poison cloud. If it happens, heal the party with an Al Bhed Potion. The poison will have no effect if the ship has pulled away from Evrae. If Cid has another turn before Evrae approaches again, the captain will fire a

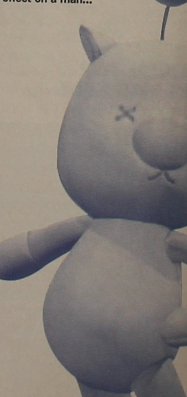
volley of missiles. There's enough ammunition for three attacks. However, you'll generally find that close combat is more effective against Evrae, because fighting at long range halves the power of all elemental spells. Also, Lulu will be able to inflict some damage if she's mastered third-level spells such as Firaga. Wakka is the only character whose physical attacks will prove successful. However, the effectiveness of your party's attacks can be increased using Cheer.

Note also that the creature will occasionally use Stone Gaze to petrify one of your characters. You can use Soft to heal the victim if you don't have any protective equipment. Once you've depleted your opponent's HP by two thirds, he'll start getting angry and will use Haste on himself, which will open you up to another of Evrae's attacks. This also means you'll no longer be able to reduce his speed by casting Slow. If one of your characters has mastered Dispel, now's an excellent time to use it.

BEVELLE A WEDDING AND A FUNERAL

Take care to heal all your characters before advancing as you'll have to defeat five enemy groups here. The first consists of two Warrior Monks carrying firearms, and a third armed with a flame-thrower. Both types are susceptible to Slow, Threat and Delay, and occasionally to Sleep and Petrification. Turn your attention first to the man carrying the flame-thrower. The second group comprises two flame-throwing opponents and one powerful YKT 63. Unfortunately, Steal

Too much Final Fantasy X can have a strange effect on a man...



proves useless against this robot, so try using Darkness to blind him. Battle your way forward until you meet the fifth group. At first, you'll only be able to hit the YKT-99 in the background using long-range attacks. But once the two Monks have been eliminated, your group advances and everyone can land a few attacks.

MACHINA IN THE TEMPLE

Your party now escapes into the temple. If you examine the control panel by the stairs, a platform will take you down. Incidentally, you won't be able to return to Bevelle later on, so this is your only chance to find the bonus Trials Item. Remember to collect AL BHED PRIMER XXX on your way there. The Gloister of Trials at Bevelle is a small labyrinth of rolling walkways. In order to travel on one of the walkways, push a Pedestal containing a Sphere onto the pedestal. The Pedestal can take two Spheres in all. Once you've reached the end of one of the two main walkways, you'll automatically be transported to the start of that walkway, where you can once again proceed as normal. At intersections, moveable green Glyph arrows will give you a choice of directions. In order to determine your destination, just press $\odot$ at the right moment. Now you can get going. Push the Pedestal onto the ramp and set off for further adventures...

BEVELLE: VIA PURIFICIO BEVELLE TRIALS

Go past the first Glyph pointing At the second junction, the arrow will point alternately to the left and right. Press $\odot$ once it's pointing to the left. In order to move to the Western niche, take the BEVELLE SPHERE and push the Pedestal back onto the platform. Your next destination is the niche opposite. Press $\odot$ several times once the Glyph arrow points towards the screen and you'll turn around and travel back to the South. At the first turn-off, stop the Glyph arrow as it points to the left; this prompts you to move to the Eastern niche. Insert the Sphere into the recess in the wall, activating the main walkway on the middle level. Take the platform to the southern Glyph on this level, and turn downwards.

Turn left on the next level (you'll remain on the middle section). Go past the first turning, and turn right at the second. If you keep going straight ahead by mistake, you'll simply find yourself travelling in a circle. Remove the GLYPH SPHERE from the wall and insert it into the Pedestal. Set off again, and turn right at the next (Northeastern) junction. Remove the BEVELLE SPHERE from the Pedestal and insert it into the recess. Solid ground will form to one side of you. Now remove the GLYPH SPHERE from the Pedestal and insert it into the recess at the end of this corridor. The wall will open up, enabling you to remove the DESTRUCTION SPHERE.

Insert the DESTRUCTION SPHERE into the Pedestal. Next, remove the BEVELLE SPHERE from the wall, and insert it into the Pedestal as well. Now travel back to the point where you

previously removed the GLYPH SPHERE from the wall, and insert the DESTRUCTION SPHERE. This will open up a passageway at the end of the corridor. South of your current position, long-range attacks. But once the two Monks have been eliminated, your group advances and everyone can land a few attacks.

Climb the stairs and insert the BEVELLE SPHERE into the recess in the wall. Take the HP SPHERE from the chest on the right. The chest will vanish, leaving a glowing switch in its place. Step on the switch to make the Pedestal appear. Turn around and push the Pedestal towards the left end of the platform. Step onto the platform and you'll be carried over to a chest containing a KNIGHT LANCE. As well as being one of the six keys to Anima, Kimahri will find this weapon rather useful. Head North to exit the Trials and witness Yuna receiving a new aeon.

BEVELLE: VIA PURIFICIO

Your quickest route out of this dungeon is to go North until you reach the platform with the glowing Glyph arrow. If you step on it as soon as it points to the North, Yuna will be teleported to Auron. Go as far North as you can; your party will be reunited after the boss fight. If you want to have a good look around the complex, go next to Kimahri, then to Auron and finally to Lulu.

En route, you'll come across chests containing a MEGA-POTON and a WHITE MAGIC SPHERE. Then activate the Glyph on the South wall, next to the chest containing the ELIXIR. Now step on the Glyph switch next to the chest containing the BLACK MAGIC SPHERE to transport a teleplatform to the turn-off in the Northwest. If you want to access the three chests in the blocked-off room, step on the platform over the glowing arrow is pointing to the West. Your efforts will be rewarded with 10,000 GIL, A SKILL SPHERE and a LUCID RING. The ring has some useful abilities: Silence Ward, Confuse Ward and Poison Ward. Before meeting Isaaru in the North, save your game in the room where you met Auron.

TIP

A character or aeon can initially only inflict a maximum of 9,999 HP damage. However, you can break through this barrier with the help of certain abilities or items. For example, Bahamut can inflict damage with the five-digit range with his Mega Flame Overdrive.

■ GROTHIA, PTERYA, SPATHI FIGHTING STRATEGY Isaaru sends his aeons into the fray one after the other. Grothia is first on the battlefield, followed by Pteryx and then Spathi, a powerful Bahamut look-alike. There's no point saving your Bahamut until last, because two

identical aeons cannot fight each other. Your aeons will find life a lot easier if they have Overdrives at the ready. Your best bet is to use a Save Sphera gauge, try to use your first. Once Shiva bites the dust, summon Bahamut. You may find NullBlaze useful against fire attacks. Use Impulse or Blizzaga to finish off Grothia. Then lose no time in tackling Pteryx. Bahamut's Mega Flame should do the trick. Spathi, however, is a hard nut to crack. Your best bet is to select Ixion or Ifrit. Your opponent will start a countdown after your first attack: once the meter reaches zero, Spathi will use his Mega Flame. Even with Shield, your aeon is unlikely to survive, so be prepared to summon your next one.

■ VIA PURIFICIO - PART 2

Tidus, Wakka and Rikku must now battle their way through a short water section. Your opponents - Sahagin, Remora, Phlegas and Octopus - are all vulnerable to Stonetouch, Dark Attack and Slow. You'll see a chest bobbing up and down. Make it take the opportunity to buy a few items at this point. Check that you have at least two PHOENIX DOWNS. Swim around the corner to the next Save Sphere on the left. See? Someone - or something - is lurking behind it...

■ EVRAE ALTANA FIGHTING STRATEGY

In a permanent Zombie state, Evrae is a shadow of his former self and therefore vulnerable to anything with healing powers. If you decide not to use the Phoenix Downs, remember that Evrae always counters physical attacks and his Stone Gaze can petrify one of your characters. If you execute the Open Gate Trigger Command twice, your party will flee into the next round chamber - where the fighting continues. Stone Gaze victims will enter the fray again, but if you decide to flee in this way, you'll have to leave a chest containing an AVENGER behind. If you take flight a second time, you'll also have to bid adieu to the second chest containing a REMATCH. However, if you decide to stand your ground, just dive down to the chests after celebrating victory and then leave the area via the Northeast.

HIGHBRIDGE

While Kimahri waits Seymour, your adventure continues with the other six characters at the end of the Highbridge. Save Sphera. Make your way to the North and remember to save your game before taking on Seymour.

■ SEYMOUR NATUS AND MORTIBODY STRATEGY

Tidus, Auron and Yuna can use Trigger Commands to increase their Strength or Magic Def at the start of the battle. Seymour Natus uses each of his elemental spells to attack two of your characters. If you want to use Nul's spells to protect your party, remember magic to protect your party. Natus takes action, then Mortibody will use elemental spells against all your characters, and this will use up the Nul effect. You'll also find that Desperado will remove all

potentially helpful status effects. If Seymour's HP drops below 24,000, he'll use Protect once, and then keep unleashing Break to petrify one character after another. If Mortibody attacks a petrified character, its victim will be completely put out of action. Unless you have some protection against Petrification, you may want to have your aeons fight this phase of the battle. Although Seymour will immediately banish any aeon from the battlefield, you'll still be able to execute one action, and you can inflict a lot of damage using an Overdrive attack. You can lift the Protect status effect using Dispel.

If his HP drops below 12,000, Seymour will use Flare, inflicting up to 2,500 HP damage on a character. However, you can use Reflect to ensure that the attack is reversed. Mortibody will now regularly heal his boss using Cura. If you use Reflect on Seymour Natus, your party will benefit from the healing spells - but remember that you'll no longer be able to use magic attacks. Don't worry: inflicting damage on Mortibody will also have negative consequences for Seymour. Once you've inflicted 4,000 HP damage on Mortibody, the creature will regenerate itself by absorbing 4,000 HP from Seymour. The same will happen again with Mortibody absorbing 3,000, 2,000 and finally 1,000 HP.

MACALANIA WOODS TIDUS AND YUNA

You must first attend to Yuna before your party continues its journey in the Macalania Woods. Proceed towards the South until you reach the lake. Your party will leave the campsite after an extended video sequence. Go back to find the chest containing a LUCID RING, and then proceed to the East towards the Calm Lands.

■ TIPS

You'll now have a chance to deal with a few other matters: for example, you may want to collect JECH SPHERES so that Auron can learn a few new Overdrive techniques. You'll find one of the Spheres in the Macalania Woods - South section. Another lies next to the second lightning conductor tower (from the North) in the Thunder Plains - South. Take a look in front of Rin's Travel Agency on Lake Macalania: you'll find a chest containing 4,000 GIL. You may also want to accept a commission from the manager of the Monster Arena in the Calm Lands: he'd like you to capture a few monsters. Note that you can't go back further than the Thunder Plains - South. Guadolam remains barred to you. On the way there, you'll come across Dark Ixion at the Thunder Plains - North. Dark Shiva is sent to teach you a lesson in the temple of Macalania. If you want to experience a few catastrophic defeats, you may want to pay a visit to these Dark Aeons...

■ DEFENDER X STRATEGY

Defender X is quite literally a hard nut to crack, so you'll find Armour Break very useful. If you spend there, you'll start using Haste, Yuna, Auron and Wakka make a good team, and Protect offers some level of defence. Wakka's best bet is to use Dark Buster in each round, while Auron should attack and Yuna should use her healing skills. Once your opponent's HP drops below 10,000, he'll use Slows and Mighty Guard. Defender X will generally make

Afterwards, pay a visit to the camp to the North, where you'll find a Save Sphera as well as a Shop stocking HOLY WATER. Take a look at the Monitor offering information on Conart, Malboro, Bushara and Ghoul. The hill behind the Shop is well worth a visit, too: you'll find a chest containing a LV 2 KEY SPHERE. Belgeimne is waiting for you in the circular area to the Southwest, but you may want to save your game before dropping by. If you want to continue your pilgrimage, proceed to the Northeast and take on Defender X at the bridge.

■ BATTLE OF THE AEONS - PART 3

Belgeimne's challenge is given under the now familiar conditions. This time you'll be facing her Shiva, who has 15,000 HP. Things shouldn't be too difficult if you summon Ifrit or Bahamut, complete with their Overdrives. Regardless of the battle outcome, Belgeimne will present you with an AEON'S SOUL, a key item which will enable you to increase your aeons' attributes. Victory will be rewarded with an additional 30 POWER SPHERES, while 30 SPEED SPHERES should cushion the blow in the event of a defeat.

MONSTER ARENA

The entrance to the Monster Arena is in the East, to the North of the two treasure chests containing 5,000 and 10,000 GIL. If you decide to take the arena operator's monster hunt challenge, you should equip at least one of your fighters with a Capture weapon. If you catch at least one of each of the nine different creatures found in the Calm Lands (excluding Machina), the arena will be re-opened. You'll be rewarded with 60 FARPLANE WINDS and a chest containing YUNA'S CELESTIAL WEAPON. You'll need the CELESTIAL MIRROR to open the chest.

RUN, CHOCOBO, RUN!

As well as AL BHED PRIMER XXX, you'll find a female Chocobo trailer in the Northwest. Have a word with her if you want to train one of the creatures. You'll first have to guide a rather willful Chocobo over a course within 12.8 seconds. As well as an ELIXIR, you'll be rewarded with a permit enabling you to ride a Chocobo in the Calm Lands. You can also take up a few more challenges and win prizes here. While riding Chocobo, you may want to examine the Chocobo Feather in the Southeast. You'll then access the passage leading to Remora Temple. There, you'll find AL BHED PRIMER XXX and meet up again with Belgeimne. You can also take part in another Chocobo race.

■ CALM LANDS LAND OF OPPORTUNITY

First, go down the slope towards the West. Macween will find you a little while, while Auron should attack and Yuna should use her healing skills. Once your opponent's HP drops below 10,000, he'll use Slows and Mighty Guard. Defender X will generally make

SPIDER-MAN CONT

whole groups in one. Otherwise, you can simply Lock On and use your Impact Webbing. Easy.

BREAKING AND ENTERING

Combat Move: High Stomp

This level demands stealth, so keep an eye on the shadow meter in the top-left corner of the screen to ensure you're hidden from the public eye. If you're spotted and the alarm is raised, several heavily-armed killbots will swarm around you. If this happens, hide in a darkened corner until the commotion dies down.

When the level begins, move forward down the vent and take the first left. Push the grate aside and stick to the ceiling, then move down the hall, still on the ceiling, until you reach a door at the far end. Make sure the grate is facing the opposite way, then drop down and go through the door. The next room contains a doorway guarded by a security beam, while off to the side is a room with several lifts. Open them by pressing **△** – you'll find extra health and web shooters inside. Return to the adjacent room and creep past the search beam into the next room, you'll come to a stairwell.

To avoid the beam, zip up to the ceiling and swing over to the higher part of the landing, then head through the door. Zip up to the ceiling again and avoid the guard's watchful gaze while moving across. As long as you're up there, you should be safe. The area between the two cubicles contains a COMBAT MOVE (High Stomp). But before you can nab it, you need to rotate the security camera so that you can see the guard. When he's not looking, drop down and grab it before zipping straight back up again. Now head towards the cubicle in the corner and drop down to the computer screen. Access this terminal to receive a code piece, then go through the door opposite where you found the Golden Spider (If you get spotted, duck into a shadow in the corner of the room).

Zip to the ceiling, then crawl to the upstairs door before going through. Zip to the ceiling and then head to the two terminals. Get the code pieces, then go to the opposite end of the room – you'll have to crawl under a piece of wall that cuts across. Follow this wall until you see a landing with two staircases below. Go through the door here to the last computer room and use the other two terminals. Once you've activated them, a message telling you to get to the security door is displayed.

Follow your compass to the security door without triggering any alarms and then press **△** to access the terminal. Line up the circuit pieces to make one connected code. There are five pieces in all and they should flow from blue to red, from left to right. Make all the lines match to finish the level.

CHEMICAL CHAOS

Combat Move: Palm

Step through the door into the lab and immediately zip up to the ceiling. Observe your surroundings. There are heads and web icons littered down the side-paths of this first floor. On the ground, you don't need them yet. Head down the central hallway. This leads directly to a door that takes you further into the lab. Make sure the guard is facing the other way before you drop down and go through. The next hallway has a laser grid, so use the web zip to focus on the angled wall in the distance and zip past before it detects you. On landing, be wary of the search beams coming in this section.

In the next area, you'll have to web-zip among criss-crossing lasers – tripping these will cause the killbots to descend on you. If you get spotted, start swinging until you reach a branch

In the path, then go left, enter the first door on the wall to the right and cling to the ceiling while the commotion outside dies down.

Drop down, access the console (Reactor B) and then exit the room and zip to the ceiling. Move to the end of the hall, wait for the guard to look away, then enter the lab. Switch on console A, then wait for a clearing before going back out into the hall and zipping up to the ceiling once again. Avoid the guard's gaze as you make your way to the large doorway between the two labs. Inside are two consoles. Head to the one on the right and press **△** to shut down reactors A and B.

Now go back out into the corridor and zip to the ceiling. Make your way back past Lab B and head around the corner. On the ceiling, a COMBAT MOVE (Palm) so grab it and move to the area above the door. Take a peek around and drop down when the coast is clear. This next area is heavily patrolled, so position yourself on one of the cabinets in the back row and use the Look Around Mode to target a cabinet in the grid area. Zip over to it between guard shifts, then zip to the doorway in the midst of the grid.

In the next room, wait for the commotion to clear by a door on a wild ride through the city – your aim is to keep up with him. The goal to completing this level is to hold down the swing button the whole time to gain speed. Also, try and cut corners to shorten the distance between you and your quarry. When the Goblin lays pumpkin bombs, simply raise and lower your swing to dodge them. Eventually, the Goblin ties off the chase and stops.

FACE-OFF AT THE BRIDGE

Combat Moves: None

You begin the level by swinging towards the top tier of the bridge. Swing over to Mary Jane quickly, because if you waste time, the flames on the bridge will fry her like a freshly cracked egg. In Death Valley, grab your gal using **△**, then turn around and drop. Before you reach the ground, swing over to the highlighted circle on the surface of the bridge. Let Mary Jane go by pressing **△** again, then get ready to fight the Green Goblin for the last time.

This fight is similar to your previous encounters, so the same rules apply. Select Camera Lock to keep the fiend in your sights during the whole affair. As before, you always want to be swinging towards (and preferably above) him. If he passes you, press **△** to cut your web and face the opposite direction. When the Goblin is below you, leap on him and kick some Goblin hide. If he's at the same level, use your swing-kick to inflict the damage. Swing at different heights to avoid the incoming pumpkin bombs and machine gun fire.

Once the blue portion of the Goblin's life bar disappears, he drops to the ground and prepares to fight his lycra-clad nemesis hand-to-hand. You've sampled his skills before, so keep your distance and hit him with Impact Webbing. If you don't wear down the Goblin fully the first time you knock him down, he gets back on his glider and you have to repeat the whole process again. If you need health or webbing during the course of this battle, try the following:

1. A health on the fiery plateau where you rescued Mary Jane.
2. On the same bridge support, one tier down, you'll find either a health and a webbing icon or two webbing icons.
3. In the small opening in the centre of the bridge support (at street level) you'll find either a webbing or a health icon.

Once you've defeated the Goblin, sit back, put your feet up, and watch the final cinematic, then be sure to check the Secret Store to see if you've managed to unlock anything. **□**

SPIDEY CHEATS

SPIDER ALERT! How to unlock everything the unscrupulous way...

To access all moves, new effects and 'crazy' new characters, go to the Cheats option in the Specials menu and enter the following codes. If they work, you'll get a hoblin cackle! To disable the effects, simply enter the same code again.

Head down the left fork of the hallway (from the starting point) and zip to a doorway. Enter this control room and take the health icon, then access the console (**△**) to turn the weapons off on one side of the office. Afterwards, head back down the hallway past the starting point to the other control room. Kill the robot inside, then use the control panel to disable the second round of defences.

Now kick through the window and jump into the room below. Head to the corner opposite the security door and trip the switch to open it. Avoid the light beam as you head through and you'll emerge in a stairwell. Hop down to the lower level and exit through the door, then use the adjacent console to open it. The next hallway is stacked full of Super Soldiers – just ignore them. Zip up to the ceiling, then zip to the end of the hall to complete the level.

MARY JANE KIDNAPPED

Combat Moves: None

The Green Goblin has kidnapped Mary Jane and is taking her on a wild ride through the city – your aim is to keep up with him. The goal to completing this level is to hold down the swing button the whole time to gain speed. Also, try and cut corners to shorten the distance between you and your quarry. When the Goblin lays pumpkin bombs, simply raise and lower your swing to dodge them. Eventually, the Goblin ties off the chase and stops.

FACE-OFF AT THE BRIDGE

Combat Moves: None

You begin the level by swinging towards the top tier of the bridge. Swing over to Mary Jane quickly, because if you waste time, the flames on the bridge will fry her like a freshly cracked egg. In Death Valley, grab your gal using **△**, then turn around and drop. Before you reach the ground, swing over to the highlighted circle on the surface of the bridge. Let Mary Jane go by pressing **△** again, then get ready to fight the Green Goblin for the last time.

This fight is similar to your previous encounters, so the same rules apply. Select Camera Lock to keep the fiend in your sights during the whole affair. As before, you always want to be swinging towards (and preferably above) him. If he passes you, press **△** to cut your web and face the opposite direction. When the Goblin is below you, leap on him and kick some Goblin hide. If he's at the same level, use your swing-kick to inflict the damage. Swing at different heights to avoid the incoming pumpkin bombs and machine gun fire.

Once the blue portion of the Goblin's life bar disappears, he drops to the ground and prepares to fight his lycra-clad nemesis hand-to-hand. You've sampled his skills before, so keep your distance and hit him with Impact Webbing. If you don't wear down the Goblin fully the first time you knock him down, he gets back on his glider and you have to repeat the whole process again. If you need health or webbing during the course of this battle, try the following:

1. A health on the fiery plateau where you rescued Mary Jane.
2. On the same bridge support, one tier down, you'll find either a health and a webbing icon or two webbing icons.
3. In the small opening in the centre of the bridge support (at street level) you'll find either a webbing or a health icon.

Once you've defeated the Goblin, sit back, put your feet up, and watch the final cinematic, then be sure to check the Secret Store to see if you've managed to unlock anything. **□**

SPIDEY SECRETS!

ANOTHER SPIDER ALERT! Here's a few treats in store for expert swingers...

Anytho clever, Spider-Man is crawling with secrets – but how do you access them? The most direct solution is to cheat, but if you want to earn your benefits by performing only like a spider can, here's how to go about unlocking those prizes...

Level Warp

Whenever you beat a level, it's added to the Level Warp in the Specials menu. By using this feature, you can revisit a particular level at any time and hunt down any missed secret areas and Combat Moves. The scores for each level are also displayed here, so you can attempt to beat them and accumulate the points required to unlock the items in the Secret Store.

How to... play as the Green Goblin easily!

Beating the game on the Hero, or worse still, Super Hero difficulty setting is a tall order so thankfully there's an easy way to play out the alternative Green Goblin scenario. Simply start a new game on either of the two hardest difficulty levels and then quit back out and go to the Cheats screen in the Specials menu. Enter the 'ARACHNID' code to unlock everything – including all of the levels in the Level Warp option – and then go to the Conclusion cinematic. After it's run, the game will register that you have beaten on the hardest difficulty setting and award you the Green Goblin feature in the Secret Store. Now simply turn it on and away you go!

Secret Store

Complete a level and you're given a score to indicate how well you've performed. Once this score starts to escalate, you'll unlock new features in the Secret Store. Take a look inside to find out what scores are required to unlock an item. It's worth noting that your score will be bigger if you manage to uncover secret areas within the levels (all of which are shown in this walkthrough) and defeat enemies using the more complex combos you acquire by finding the hidden Combat Moves. Here's the full low-down on the prizes you can unlock racking up monster scores:

10,000 Points – Pinhead Bowling

This unlocks an extra mini-game in the Training mode. The idea is to knock down bowling pins by swinging down the aisle.

20,000 Points – Movie: Vulture

Your prize for accumulating 20K's worth of points in Story mode is this hidden FMV sequence that will be added to the Gallery.

30,000 Points – Movie: Shocker

Your prize for accumulating 30K's worth of points in Story mode is another hidden FMV sequence that will be added to the Gallery.

50,000 Points – Unlimited Webbing

Ensure that Spider-Man is never caught short of sticky string.

Beat the game on at least 'Easy'

Make it through the adventure on its easiest setting and you unlock the option to play through the game in a Peter Parker or Wrestler skin. Just activate it at the Secret Store Menu and start a new game.

Beat the game on at least 'Normal'

Beat the game on the standard difficulty setting and you can play through the game in an Alex Ross (cool Marvel Comics artist) skin. If you complete it on this difficulty setting first, then you can also unlock the Easy difficulty prizes as well.

Beat the game on at least 'Hero'

Nail this game on the harder settings and your prize is isn't just a snazzy new skin for Spider-Man, but your feet up, and watch the final cinematic, then be sure to check the Secret Store to see if you've managed to unlock anything. **□**

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

We give you every rare reward revealed in all its gleaming alloy glory!

Track	Mode	Car(s) unlocked
Midfield Raceway	License	Nissan Pennzoi Zexel GTR
Midfield Raceway	Pro	Honda NSX-R LM Edition (Road Version)
Midfield Raceway	Pro	Mini Cooper S
Midfield Raceway II	License	Spyken C8 Laviolette
Midfield Raceway II	Pro	Toyota RSC
Midfield Raceway II	Pro	Mini Cooper S (Rally Car)
Midfield Raceway II	License	Toyota Castrol Tom's Supra
Midfield Raceway II	Pro	Nissan GT-R Concept
Midfield Raceway II	Pro	Hyundai HDC6
Tokyo R 246	Pro	Mazda 6 (LM Edition)
Tokyo R 246	Pro	Honda NSX-R
Tokyo R 246 II	License	Honda NSXR (LM Edition)
Tokyo R 246 II	Pro	Toyota Esso Ultraflo Supra
Tokyo R 246 II	Pro	Nissan 350Z (LM Edition)
Tokyo R 246 II	Pro	Audi RS6
Tokyo R 246 II	Pro	Chrysler Crossfire
Tokyo R 246 II	Pro	Infiniti FX45
Tahiti Maze	License	Jaguar XKR
Tahiti Maze	Pro	Honda Mobil 1 NSX
Tahiti Maze II	License	Dalhatsu Copen
Tahiti Maze II	Pro	Toyota RSC (Rally Car)

ENDGAME

There's a cunningly concealed Cheat mode to be accessed in Ferrari's lightning spectacle.

Hidden Cheat Mode

Fire and reload at a blank portion of the main menu to split the following codes, firing once for 'A', twice for 'B' and so on. Just remember that you need to reload in order to confirm the current letter and move on to the next one and then reload once the code has been spelled out to confirm it.

Cheat	Code
Master code	MEBIGCHEAT
Arcade mode	BLAM
Country challenges	ABROAD
Mighty Joe Jupiter mini-games	MIGHTIER
Jeux-kun and music test	LETSBOOGIE

And, if you like to do things the hard way, here's how you can unlock those bonuses by finishing the game...

Arcade And Mirror Modes

Successfully complete the game once to unlock the Arcade mode option in the Extra menu and Mirror mode in the Arcade mode menu.

Machine Gun

Successfully complete the game in Arcade mode using the pistol, then start a new game (in Arcade mode) to use the machine gun.

Cane Gun

Successfully complete the game in Arcade mode using the machine gun, then start a new game (in Arcade mode) to use the cane gun.

Shotgun

Successfully complete the game in Arcade mode using the cane gun, then start a new game (in Arcade mode) to use the shotgun.

Hyper Arcade Mode

Successfully complete the game in Arcade mode using the shotgun to unlock the Hyper Arcade mode option in the Arcade mode menu.

Mighty Joe Jupiter Trilogy

Successfully complete all Mighty levels in Cadet Training mode to unlock the Mighty Joe Jupiter Trilogy option in Mighty Joe Jupiter mode. Complete the easy levels in Cadet Training to unlock 'Mighty Joe Jupiter Episode 2' and then complete the normal levels to unlock 'Mighty Joe Jupiter Episode 3'.

Music Jukebox Mode

Successfully complete all of the episodes in the 'Mighty Joe Jupiter Trilogy' to unlock a new 'Music Jukebox' option in the Options menu.

Track	Mode	Car(s) unlocked
Tahiti Maze II	Normal	Toyota Pod
Tahiti Maze II	Pro	Mercedes-Benz AMG SL55
Swiss Alps	License	Lotus Elise Type 72
Swiss Alps	Pro	Honda Integra Type R (LM Edition)
Swiss Alps II	Normal	Ford Focus RS
Swiss Alps II	Pro	Aesig Solstice
Swiss Alps II	License	Audi TT-R
Swiss Alps II	Pro	Mazda RX-8 (LM Edition)
Swiss Alps II	Pro	Nissan 350Z Gran Turismo Aero
Autumn Ring	Normal	Suzuki GSX-R4
Autumn Ring	Pro	Aesig Clien
Autumn Ring II	Normal	Nissan GT-R Concept (LM Edition)
Autumn Ring II	Pro	Honda Duotone
Autumn Ring II	Pro	Mitsubishi CZ-3 Tarmac (Rally Car)
Autumn Ring II	Pro	Nissan Skyline GT-R V-Spec
Autumn Ring II	Pro	Ford GT40 (LM Edition)
Autumn Ring II	Pro	Hyundai Clix
Autumn Ring II	Pro	VW W12

Unlock Ace Mode

Once you've won all the rewards in Normal and Pro modes, you'll unlock the challenging Ace mode. To access it, go to the difficulty select screen in Single Race mode and hold **△ + □**. The new mode then appears next to Pro mode, but you'll have to enter this code again every time you load the game, despite the fact that you're able to save your track standings. Sadly, winning the Gold Cups doesn't unlock any more rewards.

STAR WARS: RACER RENEGE

"Cheats use you must, better chance your goodies to unlock will be. Like this pain bloody to speak it is. Ah, syntactically challenged am I. Pain even fish and chips to order it is. To despair drive me it will..."

Amidala-Arousing Cheat Codes!

To enable Cheat mode, you'll have to set a brand-new record (Best Lap, Best Three Lap, Most KOs) and then enter NO TIME on the Name Entry screen. Once you've done this, you can activate any of the following codes by holding down **△ + □ + ○ + ×** and then quickly pressing the corresponding codes on the main menu, as follows...

Cheat	Code
All tracks	→ ← → ← ○ ○ ○ ○
Hard mode	→ ← → ← ○ ○ ○ ○
All art galleries	→ ← → ← ○ ○ ○ ○

Bonus characters

Like Star Wars? Really! I Star Wars! It's your lucky light year! You can unlock all these extra Star Wars characters just by completing one of the following tasks...

Character	Task
Anakin (Episode I)	Get the fastest lap time for every track.
Darth Maul	Get the top KO score for every track.
Darth Vader	Unlock Anakin (Episode I version). Watto and the nefarious Darth Maul, you have to win Tournament mode as one of those racers.
Watto	Get in the fastest three lap times for every track.
Sebulba (Episode I)	Win first place in all three tournaments as Sebulba.
Mawhonic	Win the last of the first four circuits in Tournament mode.
Clegg Fasthold	Rank higher than the track favourite on Watchtower Run.
Gasgano	Rank higher than the track favourite on Bandlands.
Knire Dark	Rank higher than the track favourite on Balist Complex.
Kralid Nemmeso	Rank higher than the track favourite on Ruins Of Camuss Gorge.
Mars Guo	Rank higher than the track favourite on Grand Reels.
Scorch Zanales	Rank higher than the track favourite on Citadel.
Tzidrik Wantjo	Rank higher than the track favourite on Nightlands.
Wan Sandage	Rank higher than the track favourite on Serres Sarraato.

Repair without losing speed

Here's a handy hint to remember – when you are racing and have sustained damage, hold down **△ + □** to get the problem quickly repaired in-game without losing speed or having to pause.

PRO EVOLUTION SOCCER

Enjoy the original multiplayer Master League!

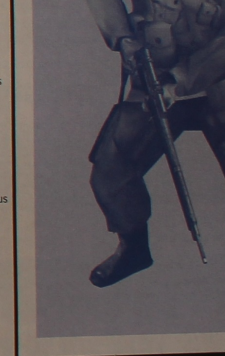
Increased that lesser magazines have applauded the forthcoming Pro Evolution Soccer 2 game as being the first to feature a co-operative Master League set-up. Matthew Atbury wrote to us with this canny method of achieving the same result in the Pro Evo we all own and love.

When the game has loaded, proceed to 'Match Mode', using controller one as only select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press **△** to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the **△** button to go back to the main menu. Now load up a Master League save this trick doesn't work if you attempt to start a new league) and then, at the setup screen where you can choose your squad prior to the game starting, select Cont. Options, move controller two across (so that you're both on the same team) and you are ready to embark on the wonders of co-operative league play!

MEDAL OF HONOR: FRONTLINE

Win the war without firing a single shot!

Following on from the stack of cheat codes we supplied last issue, we have now discovered a master code that unlocks all missions, cheats and extras instantly. Go to the Passwords screen in Options and enter DAWOKS. If the code has worked, then the keyboard of the Enigma code machine will flash green. To access the 'Extras' film reels in Gallery, simply highlight the box of mission reels and press **△**.



ARMY MEN: RTS

Some new codes to enhance your plastic paratroopers' military potential, plus a few old ones tossed in for good measure.

To enter the following cheats, simply hold **△**, then press the corresponding button sequence at any time during play.

Cheat	Code
Super soldiers	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Super enemies	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
2000 Electricity	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
5000 Plastic	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Paratroopers	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Xtra dump truck resources	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Green army is blue	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Has army is green	△ ○ ○ ○ ○ ○ ○ ○ ○ ○
Kill your soldiers	△ ○ ○ ○ ○ ○ ○ ○ ○ ○

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postal

This month: trying something different, grotty kids games – and Will Young as Gerdy...

Got something you want to get off your chest? Then cough up a copy of *Stuntman* and the Star Letter also receives the Atari 2600 pictured below a film real box crammed with superb Atari merchandise. Send your letters to The Editor c/o Atari, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BN. Email us at our Postal address: PS2postal@futurenet.co.uk or text us your stream-of-consciousness rants and ramblings on the new number of 83388. Each message MUST begin with the letters **OPS2**, and each text will cost 25p.

STAR LETTER: ROUTE MASTERS

My local library has a promotion running at the moment called Off-Route Reading, the idea being to encourage people to get away from their regular habits and to try something they wouldn't normally touch with a bargepole – something from a different culture or genre to their usual taste.

Well, last time I was in my local game shop, I decided to try a bit of Off-Route Gaming instead. So, as well as picking up *Soul Reaver 2* to satisfy my usual 3D action adventure thirst, I also picked up something I'd previously not looked at twice. Cutsey cover, odd name, puzzle genre – it was *Aqua Aqua: Wetrix 2*. And I've played it till my thumbs are numb. It's excellent. I've hardly touched *Soul Reaver*, thanks to the sheer addictive quality of *Aqua Aqua*. It's been one of the best gaming experiences I've had in ages.

So I'm writing to encourage other readers to try a bit of Off-Route Gaming for themselves. Try something bold and new. You never know where it could lead you. **Damon Mitchell**, Bristol

You don't even have to stop at Off-Route Gaming. Just recently, our George tried a whole Off-Route evening, eating the kind of food, drinking the kind of drinks and visiting the kind of bars that he would usually shun. He ended up slurping oysters and creme de menthe from the novel of a 50-year-old High Court Judge wearing nothing but a fez and a pair of leather chaps, as Luther Vandross crooned from the speakers. Now he calls himself El Mariachi and swears he's never coming back to the pub with us again.

Damon, your giant film reel of *Stuntman* gear is on its way...



SHAMROCKS AND SHENANIGANS

Top of the mornin' to ya. I live in Eire and have an age-old problem: the price of gaming stuff over here. A few days ago, I was browsing around the shops and I was shocked to see that top-notch games were a whopping 6742! Memory Cards were 44 and your mag at its cheapest was 10.47! I know it has lots to do with exchange rates but the thing is, I only get 5 a week. This means I have to wait about three months for the latest games.

I know you can't work magic on prices or anything, but you can mention it in the mag. I'm sorry, but this price problem is about as entertaining as licking the corns off my gran's feet. **Leprechaun Man**, Eire

Seems like the luck of the Irish has deserted you on this one, the sure. Sorry, but you started it. We're just relieved to hear it wasn't a full priced title or you might be on a charge for murder

CROP IDOL

I was reading through your Postal page last month while my brother was playing *Herdie Gerdy*. No joke here, but the second I saw Gerdy (that little kid with brown hair) I thought of Will Young – they look so alike! I swear Gerdy is the cartoon version of the Pop Idol winner.

Steven Price, Essex

Good point, well made, Steven. What's more, given Gerdy's rustic background are we expected to believe that the choice of Evergreen as Will's first release is a mere coincidence? We think not.



Gerdy

Will

IN THE NICK OF TIME

Upon scanning through the Shortlist in the back of your mag for games to buy, I saw that *TimesSplitters* had a decent review and thought I'd grab it at the low, low price of 20 English quids. Upon departure of HMV with my newly purchased game, a bloke ran up to me and tried to swipe it right out of my hands! Now I'd just spent 20 hard-earned bucks on this game and wasn't going to give in to this guy. Much to his surprise, he got a smack round the noggin with the hard plastic casing, let out a whimper and made himself scarce. So for 20 quid I got a copy of *TimesSplitters* and the pleasure of smacking a thief (who probably makes a living out of this kind of behaviour) round the head. Oh the pride!

The moral of the story? Reading *OPS2* not only gets you good games, but it also makes you hard. Excellent work guys! **Lee McCarthy**, via email

And to think, some people believe videogames make you violent. We're just relieved to hear it wasn't a full priced title or you might be on a charge for murder

by now. Perhaps in future you could hide new purchases in a pristine Army Men game case. Can't see many thieves trying to make off with that. In the meantime, has anyone else thwarted crime with a slender, plastic box? Or maybe you tied up a burglar with a Dual Shock 2 cord until the authorities arrived. Let us know.

OFFICIALLY SANCTIONED

Being the cynical kind of person that I am, I have always stayed away from 'official' magazines before, doubting their integrity and impartiality when it comes to reviewing products. I had always thought that being officially sanctioned would mean that the needs and desires of the master would come before the consumer, and therefore they could not be trusted.

So when my brother went on his hols and lent me his copy of *OPS2*, I approached it with some caution. Imagine my surprise when I discovered how wrong I was. Aside from the cover disc (which I was worth the purchase price alone) I was pleased to find that not only does your magazine appear to be non-biased where Sony products are concerned, but also the editorial style is far more sophisticated than some of your (more juvenile) rivals.

Needless to say, I shall now be investing my hard-earned cash on *OPS2* every month. Keep up the good work and never forget who the most important people in this equation are. **Paul Allen**, Leicester

Cheers Paul. Thankfully everyone involved in the 'Official' magazine deal understands that our editorial independence and integrity is paramount.

CINEMA CRIMES

Q: What's the worst 90 minutes you can have? A: Watching a film based on a computer game. Q: What's the worst game you can play? A: A game based on a film.

The game and film industries seem to be locked in a loop where good games are consistently made into bad films and good films into bad games. The latest example is *Resident Evil*, a great game with a good plot that's easily transferable to film, and the potential to attract a larger audience of people other than those who've played the game.

Instead, we get some rubbish about a super-computer. Did the producers and directors even play the game? As a *Resident Evil* fan, I was hoping for a dark, chilling film along the lines of *Alien*, *Event Horizon* or *The Thing*, not the monster

movie equivalent of a teen horror flick. This seems to be the problem with most films based on games: the directors and producers think that gamers are either too young or too stupid to understand a good story, and this justifies a shoddy film that would never be made if not for the easy association with a large potential audience. *Final Fantasy*, *Tomb Raider* and now *Resident Evil* are all guilty of dumbing down in a patronising attempt to gain gamers' interest.

The same principle is at work when films are turned into bad games [see review of the MIBII game on pg 108 for a perfect example – Ed]. A good, well-developed game would gain greater sales and even drive more people to watch the movie. The best movie tie-in games have been those where the movie itself has been out for ages, like *Die Hard* Trilogy and *Alien Resurrection*. In this area, I have high hopes for *The Thing*, *The Terminator* and *Aliens Colonial Marines*.

Maybe the films based on games should also be made about ten years after the games are released, giving them the time to put a good script together, rather than one written a week before the game franchise dies. If so, let's hope we don't see the movie versions of *Metal Gear Solid*, *Grand Theft Auto*, *Medal Of Honor* and *Deus Ex* for a while yet. **Alex Murphy**, West Midlands

For all the talk of increasing synergy between games and films, we're yet to see an occasion where a great game of a great film is released simultaneously. Maybe the forthcoming *Lord Of The Rings*:



The Two Towers could be the first? The real problem is, however, that there is very little crossover in terms of personnel and understanding between the movie and videogame industries; undoubtedly Hollywood sadly still regards games as a merchandising opportunity as opposed to an artform in its own right.

PETER PANTS

I'm nagging about all those stupid farts who make crappy games for little kids. In *OPS2*#021 I read about *Peter Pan*. Then I played the demo and I have to say it was rubbish. What is the point in making a game that is for six-year-olds when most six-year-olds don't know what a PS2 is? It's completely pointless. A bit like this email.

Are there any more crappy games like *Peter Pan* coming out? If there are, burn them. Burn them all. The masses want *MG2*, *Deus Ex*, *Spider-Man*, *Medal Of Honor*, *Frontline*, *Stuntman* and *Tony Hawk's Pro Skater 4*, not *Looney Toons* and all that dirt. Those days are over. Bring on great games which live forever, not cartoon games which rot on the shelves. **Matthew Dudley**, via email

To extend your argument Matthew, we'd like to question why companies bother making crap games when they could be making really good ones, which coincidentally tend to be the ones that nestle near the top of the charts, presumably raking in all the cash. Seems like a simple enough equation, right? And yet Taz Wanted still exists...

COMPUTER LOVE

Not all women tut and fold their arms in annoyance every time you reach for your dual shock controller. Not only has my girlfriend beaten the scores published for *SSX Tricky* in popular PlayStation mags,



ATTENTION ALL TXT PEOPLE! The number to send your text messages to has changed. From now on, text all your messages about *PS2* and this magazine to **86188**. You MUST begin the message with **OPS2**, before tapping out your words of wisdom so that they reach us intact. With *OPS2*'s shiny new text service you'll soon be able to:

- ☐ **WIN STUFF!** Enter competitions to win great prizes
- ☐ **BE IN THE MAG!** Vote in our mag polls for your favourite games
- ☐ **INSIDER KNOWLEDGE!** Find out what's new for *PS2* in the next issue of *OPS2*

*The cost of sending your message to us will be 25p per text, cheaper than a first-class stamp and quicker than wrinkly old snail mail. If you wish to stop receiving *PS2* information, just text **OPS2 STOP** to the number above.

OTA BUILDING, SPECIAL EDITION, NEED TO POP SOME RECKONATS! MAH HA HA! – PHWOID... FFX IS the most gorgeous thing I'VE EVER SEEN... apart from Yulien's nose... :D :D :D... THIS MAY NOT HAVE ANYTHING TO DO WITH PS2 BUT PLEASE HELP HOW CAN I GET MY GIRLFRIEND TO GO OUT WITH ME? That Summer Bird From FF 10 Looks Well Like Lisa From Hollywood. Id Shop Ea Both. Vin/Burn... AT THE BACK OF UR MAG THERE R CHATLINE NUMBERS. DO U THINK WE ARE ALL LOSERS WHO CAN'T GET A GIRLF? I AM TRULY THE DEVIL HIMSELF AT DEVIL MAY CRY NOW IN READY 2

GO AGAIN IN DEVIL MAY CRY 2 AND TRUST ME MY DEVIL IN MY WAY WILL CRY I JUST THO... U LINE 2 H... Really gives games which gives ps2 which gives classic which gives a cool review in ops2 which gives on a game which gives really, Sharney... HELLO! MY NAMES BOB AND I HAVE A PET FERRET CALLED STINKY THAT EATS SPAM... BOUNTY HUNTER ON PS2. NOW MY DREAMS ARE COM TRUE.I CAN PLAY AS MR SEX ON LESS - JAWO FETTS COORSR. I WANT B SEEN 4 TYS. JAIME. P.S I AM A GUR... HELLO FROM CRIZZEL ON A TRAIN UP N'ORTH.

between us we completed *ico* and *Jak And Daxter* in time to return it to the shops for a ten-day exchange.

In opinion, taking out your relationship quibbles by trying to blow each other up at the hands of some quirky characters is far less time-consuming than slamming doors amid threats of no nookie for a month. Before long, you too could find yourself on Friday night romantic trips to Blockbuster to stock up on the latest *PS2* releases for the weekend.

Luke Harvey, Bristol

The trick is trying to find a girlfriend in the first place when *Final Fantasy X* has prevented you from leaving the house...

To be eligible for a prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

We said go away! Are you deaf?



back issues

Want to get your hands on the issues people are discussing in Postal? Come raid our warehouse for issues you've missed. All issues feature playable demo discs.



#020: First review and playable demo of *FFX* on the DVD. Also GP rally Championship and more. Plus Hideo Kojima talks *AKS* films.



#021: Exclusive UK Siskay review. Includes 4, *Deus Ex* tips, plus time playable games including *MOE*, *Frontline*, *Frequency* and *Reckard*

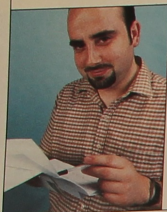


#022: Exclusive feature on *Devil May Cry 2*, plus *Winning Eleven 6*, *Knockout 2* and playable demo of *F3 2002*, *Time Crisis 2* and more.



#023: Full *Stuntman* review and playable demo, exclusive *Big T* interview. Also on the disc: *MIB II*, *Frontline* and *Project ZERO*

To order back issues of *OPS2*, write to Official PlayStation 2 Back Issues, Future Publishing, Cary Court, Somerton, Somerset DT11 6TB, or call 01458 271184. Back issues are priced £5.99 (UK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.



surgery

OPS2's Dr Paul Fitzpatrick pens the illegible prescription to your gaming maladies.

1. In Final Fantasy X, I've sold one of my Blitzball players by mistake. Can you tell me how I can get some more players?
Iain Pawsey, via email

1. There are a number of ways to build up your team. For a start, you can keep playing until a good team fires one of its players. Then you can sign them up at a bargain price. You can also scout a particular player, check how many games they have left on their contract, and then play and forfeit Exhibition games with their team until they have one game remaining on their contract. Scout them again and save. Now play one more Exhibition match and more often than not your prize will be released and you can sign them up. Failing that, here's a selection of the best Blitzball players, their positions and where to locate them. Some of these players aren't cheap, but you're after quality, right?

Jurnal: Goalie (Sitting on a bench in Luca)
Ropp: LD or RD (Clerk in Al Bhed shop on Mi'hen highroad)
Kyuu: LD or RD (Djose temple - crusader in red and blue)
Wokka: LF, RF or MF (on Airship after Zanarkand)
Wedge: LF, RF or MF (Guarding door into Luca stadium)
Vilucha: LF (Besaid Village-House)
Letty: MF (Luca Stadium, the Aurochs' Locker Room)
Jossu: RD (Luca Stadium, the Aurochs' Locker Room)
Vuraja: LD (Kilika Port, Docks)
Nimrook: GL (Airship, Corridor)
Rin: MF (Before fighting Al Bhed Crawler)
Durren: GL (Near the Cavern Of The Stolen Fayth)

1. Just wondered if you had any info on Medal Of Honor: Fighter Command? It seems to have been dropped from your Incoming release schedule.
David Hutchison, via email

1. There's a good reason for this, David - it's no longer in production. Whether the airborne debut of the MOH franchise was shot down in flames by an over-zealous focus group or merely considered a dilution of Jimmy Patterson's adventures is a matter for debate. Why not boot up Frontline again and try it on a harder level? You know you want to...

1. Okay, Headhunter is great but where is the fourth bomb? I'm going all over the place following the flashing dots. The first three were easy but I can't figure out where the hell this next one is.
John Shipley, via email

1. Here goes. The fourth bomb is in the north district, the sewer entrance is located in the training area. Once inside, you must kill the first guy, then shoot a fuel barrel to kill the second. The bomb's here, so get to it and defuse the sucker.

1. I think your magazine is great - I've brought every single issue since it first came out - but I can't seem to find your official Web site. Could you tell me what it is please.

Ryan Hayer, Salisbury

1. OPS2 is now the official content provider for the UK section of PlayStation.com. That means breaking news, in-depth previews, unbiased opinion and a review roundup every Friday. Basically, all the things you love about the mag. But how can we manage to maintain the same level of quality found

in the monthly magazine on a daily site? Simple really. Saucy new Online Editor Tim Clark is kept chained to his desk at all hours and fed on a strict diet of rally games and miserable lo-fi music. Find out more over at www.wholeplanet.com - and get ready for a whole lot more online content in the near future.

1. I can't locate the Nikita in MGS2. I've been told it's in the flooded area, but I can't find any item boxes down there! Please help.
Debbie Grahamsley, via email

1. You're nearly there. The directions that follow don't mention all the air pockets along the route, but it's wise to tap up your oxygen on the way. Starting from the moment you're forced to duck underwater, take the first right and keep swimming to the end of the passage. Now turn left, left again, then take the first right. The Nikita will be in front of you. Just keep swimming forwards and you'll reach it - and watch out for the mine! Now swim back the way you came and go save the Prez!

1. Do you know anything about a game being developed by Revolution Software called Good Cop Bad Cop? I heard about it a year ago and it sounded promising, but since then there's been no news of a release date. It's not listed on your upcoming releases page either. Has it been scrapped?
Robert Daniels, via email

1. No. Good Cop Bad Cop is still on its way, but a release date has yet to be fixed. Keep reading Spy for any developments. You may also want to check Revolution's Web site at www.revolution.co.uk.

1. I played the demo of Medal Of Honor: Frontline and I was blown away by the detail and the British troops! Al. However, I couldn't get past the tank. Was this done on purpose, or am I just rubbish? If the latter, could you give me some tips?
Luke Bond, Orpington

1. Don't worry, it's not just you. Getting past that tank is tricky so here's how to do it. As soon as you enter the area with the bridge, keep to the right and run like the clappers, ducking right, behind the low building housing the health and grenades. There's a short passageway here that terminates looking out over the river. From this position of relative safety, you can pick off the German soldiers with ease. Make sure you stand out of the

tank's line of sight, though! Now brace yourself and run past the bridge and duck down behind the destroyed car, across from the low building. Peek up and pick off any soldiers on the far side of the river.

Done? Good. Now run past the tank one more time and into the low building to pick up the items. Here's the tricky bit. Keep glancing at the tank. When its barrel is pointing away from you, run across the bridge, straining to avoid machine gun fire. Run past the tank on the right and take shelter in the building with the machine gun emplacement in front of it. Keep peeking until the tank's barrel is pointed elsewhere again, run to the machine gun emplacement and let rip. The tank explodes and you're a hero. Now all you've got to do is climb the church tower, snipe the Nazis, survive a street battle and sneak on to an enemy sub. Sorted.

1. I'm stuck on the Import/export mission on Portland in GTAIII. All I need to know is what does a Flatbed car look like and where am I likely to find it?
Will Adkins, via email

1. The Flatbed is a pick-up truck with a small cab and an open rear section, as used by builders. There are a couple of places to find them: they occasionally appear around the Saint Marks area in Portland, however, drive around the stadium at Aspatia in Staunton Island in the early morning and you'll see one eventually. Happy hunting!

1. Although I love the game Ico, I'm currently tempted to throw the disc into the sea and watch it sink. The reason for this is that I'm at the windmill. I've stood for ages trying to jump on the sails; I've had a swim in the millpond (which was lovely) and I've sat and waited for Yorda to do something. What am I missing?
Anita Baldwin, Cornwall

1. At the back of the windmill is a ledge. Jump on it and climb around the building until you're at a good spot to leap on a horizontal sail (about half-way up). Shimmy to the end of the sail and when it's vertical you can jump on top of the windmill and follow the path to the next stage. Job done!

Send all your game and technical queries to: **Surgery, Official PlayStation 2 Magazine**, Surgery Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2postal@futurenet.co.uk, marking it 'Surgery'. Get writing now!

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the shortlist

If it's for PS2 and on sale in the UK, then we've played it, argued about it and played it some more. Want the definitive verdicts on the 300 PS2 games available right now? Then welcome to The ShortList.

PS2 AWARDS

To filter out the pearls from the swine, OPS2's reviews incorporate a colour-coded ratings system.



GOLD
Only awarded to games that score the full 10/10.



SILVER
Awarded to titles that score 9/10.



BRONZE
Awarded to titles that score 8/10.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-road 4x4 racer.
Reviewed OPS2106/Overall 05

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure game.
Reviewed OPS2107/Overall 06

18 WHEELER
(Acclaim/Sega)
Chunky and colourful truck racer.
Reviewed OPS2114/Overall 06

2002 FIFA WORLD CUP
(EA Sports/EA Canada)
The latest footy offering from FIFA.
Reviewed OPS2110/Overall 06

ACE COMBAT: DEFEND THUNDER
(SCE/Namco)
Graphically-polished flight sim.
Reviewed OPS2117/Overall 07

AGE OF EMPIRES II: THE AGE OF KINGS
(Konami/Microsoft)
Ensemble Studios/KCEJ
Real-time-in-depth strategy game.
Reviewed OPS2113/Overall 07

AGGRESSIVE INLINE
(Acclaim/Z-Axis)
Another great skate game. Not groundbreaking but addictive.
Reviewed OPS2115/Overall 08

AIRBLADE
(SCE/Criterion)
Skateboarding sans wheels.
Reviewed OPS2114/Overall 08

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
Baseball game with loads of depth.
Reviewed OPS2107/Overall 07

ALL-STAR BASEBALL 2003: FEATURING DEREK JETER
(Acclaim/Acclaim)
Highly detailed, very playable.
Reviewed OPS2120/Overall 07

ALONE IN THE DARK: THE NEW NIGHTMARE
(Infogrames/Darkworks)
Scary survival horror game, but fails to frighten in this comeback.
Reviewed OPS2113/Overall 06

AQUA AQUA: WETRIX 2.0
(SCI/Zed Two)
Update of the N64 puzzler Wetrix.
Reviewed OPS2101/Overall 07

ARTIC THUNDER
(Midway/Midway)
Fast and furious but crude visuals.
Reviewed OPS2114/Overall 07

ARMORED CORE 2
(Ubi Soft/From Software)
First-person mech shooter.
Reviewed OPS2104/Overall 07

ARMORED CORE 2: ANOTHER AGE
(Metro3D/From Software)
Frenetic robot action.
Reviewed OPS2123/Overall 07

ARMY MEN: AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed OPS2109/Overall 02

ARMY MEN: GREEN ROGUE
(3DO/3DO)
Shooter starring little plastic men.
Reviewed OPS2108/Overall 01

ATLANTIS III: THE NEW WORLD
(Cyro/Cryo)
Tedium first-person adventure.
Reviewed OPS2120/Overall 02

ATV OFFROAD
(SCE/Rainbow Studios)
The latest footy offering from FIFA.
Reviewed OPS2110/Overall 06

BALDUR'S GATE: DARK ALLIANCE
(Interplay/Black Isle Studios)
An RPG that does the PS2 great justice. D&D in digital form.
Reviewed OPS2115/Overall 08

BARBARIAN
(VIE/Saferre)
Fast-paced, multi-fighter action.
Reviewed OPS2123/Overall 06

BASS STRIKE
(THQ/PAI Corporation Ltd)
Fishing? Get out and do it for real!
Reviewed OPS2115/Overall 04

BATMAN VENGANCE
(Ubi Soft/Ubi Soft)
Cool comic book adventure.
Reviewed OPS2114/Overall 06

BLOOD OMEN 2
(Eidos/Crystal Dynamics)
Arcade-style adventure game.
Reviewed OPS2120/Overall 06

BLOODY ROAR 3
(Virgin/Hudsonsoft)
Fury Fighters meets WWF. A lot of fur, but not quite enough bite.
Reviewed OPS2109/Overall 06

BRITNEY'S DANCE BEAT
(THQ/Metro Graphics)
Rhythm action dance auditioning with the queen of pop.
Reviewed OPS2122/Overall 06

BURNOUT
(Acclaim/Criterion Studios)
Thrilling, edgy race action that will threaten your no-claims bonus.
Reviewed OPS2113/Overall 08

CAPCOM VS SINK 2
(Capcom Eurosoft/Capcom)
Super 2D beat-'em-up from the house that knows its combat.
Reviewed OPS2115/Overall 08

CART FURY CHAMPIONSHIP
(Midway/Midway)
Arcade racer with crazy physics and high-speed hard shouldering.
Reviewed OPS2110/Overall 06

CASPER: SPIRIT DIMENSIONS
(TDK/Lucky Chicken)
Pretty decent spin on F1 racing.
Reviewed OPS2121/Overall 06

CENTRE COURT: HAND MASTER
(Midas Interactive/Magical Company)
Cheap, arcade-style tennis game.
Reviewed OPS2117/Overall 04

CIRCUS MAXIMUS: CHARIOT WARS
(THQ/Kodak)Race faster and stab harder than anyone else in this chariot sim.
Reviewed OPS2118/Overall 06

COMMANDOS 2: MEN OF COURAGE
(Eidos/Pyro)
Rewarding WWII strategy game. Huge levels and bonus missions.
Reviewed OPS2121/Overall 08

CONFLICT ZONE
(Ubi Soft/MASA)
Solid, functional RTS. Nothing new.
Reviewed OPS2120/Overall 06

CRASH BANDICOOT: THE WRATH OF CORTOX
(Vivendi Universal/Traveler's Tales)
Crash sails onto PS2.
Reviewed OPS2105/Overall 04

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Arcade thrills aplenty in this no-holds-barred, fly-smashing racer.
Reviewed OPS2107/Overall 08

CRICKET 2002
(EA Sports/EA Sports)
Fantastic leather-on-willow sim.
Reviewed OPS2115/Overall 08

DARK CLOUD
(Level 5)
An innovative, atmospheric RPG.
Reviewed OPS2111/Overall 07

DARK SUMMIT
(THQ/Dark Entertainment)
Noir-raiding with a bizarre story.
Reviewed OPS2119/Overall 05

DAVE MIRRA FREESTYLE BMX 2
(Acclaim/Z-Axis)
BMX sim with an array of tricks.
Reviewed OPS2112/Overall 07

DAVID BECKHAM SOCCER
(Rage/Rage)
Not golden, just balls.
Reviewed OPS2122/Overall 04

DEAD OR ALIVE 2
(SCE/Tecmo)
A blistering, burom beat-'em-up.
Reviewed OPS2122/Overall 07

DEUS EX
(Eidos/Ion Storm)
A triumphant multi-genre fusion that breeds new FPS intelligence.
Reviewed OPS2120/Overall 09

DEVIL MAY CRY
(Capcom Eurosoft/Capcom)
Rip-roaring battling and a superb gothic atmosphere.
Reviewed OPS2110/Overall 09

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Below average movie spin-off.
Reviewed OPS2103/Overall 04

DNA
(Virgin Interactive/Hudsonsoft)
Gene warfare manga adventure.
Reviewed OPS2114/Overall 06

DONALD DUCK: QUACK ATTACK
(Ubi Soft/Disney Interactive)
First generation platformer.
Reviewed OPS2104/Overall 04

DOWNFORCE
(Virgin Interactive/Smartdog)
Other trucker game with better gameplay put this in the sim bin.
Reviewed OPS2121/Overall 06

DRAGON'S LAIR
(Digital Leisure/Cinematronics)
Retro adventure.
Reviewed OPS2103/Overall 02

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/Cinematronics)
Painfully dull arcade sequel.
Reviewed OPS2103/Overall 01

DRIVEN
(BAM! Entertainment/BAM! Studios Europe)
Solid, functional RTS. Nothing new.
Reviewed OPS2120/Overall 06

DRIVING EMOTION TYPE-S
(EA/Square)
Blat and unemotional racer.
Reviewed OPS2105/Overall 04

DROPSIDE: UNITED PEACE FORCE
(SCE/Studio Liverpool)
Combat sim that rewards paced and varied gameplay.
Reviewed OPS2116/Overall 08

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battle mixing strategy, sword slashing and horse riding.
Reviewed OPS2102/Overall 07

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
(SCE/Sega/Appaloosa)
Relax in the New Age calm of this underwater adventure.
Reviewed OPS2116/Overall 08

ENDGAME
(Empire Interactive/Cunning Developments)
Half-arcade lightgun shooter.
Reviewed OPS2123/Overall 03

EOD: EVE OF EXTINCTION
(Eidos/Yuke's)
Puzzles, action, adventure.
Reviewed OPS2120/Overall 05

EPHEMERAL FANTASIA
(Konami/KCEJ)
Semi-realistic RPG.
Reviewed OPS2107/Overall 07

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Enthralling adventure with witty script and challenging puzzles.
Reviewed OPS2109/Overall 08

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEJ)
Graphically impressive athletics sim.
Reviewed OPS2101/Overall 06

ESPN INTERNATIONAL WINTER SPORTS
(Konami/KCEJ)
Event-based winter sports sim.
Reviewed OPS2118/Overall 05

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEJ)
Other hockey game with better graphics put this in the sim bin.
Reviewed OPS2121/Overall 06

ESPN NBA 2NIGHT
(Konami/KCEJ)
For basketball heads only.
Reviewed OPS2109/Overall 06

ESPIONAGE
(Digital Leisure/Cinematronics)
Retro adventure.
Reviewed OPS2103/Overall 02

ETERNAL RING
(Ubi Soft/From Software)
Japanese RPG. As painful as its title.
Reviewed OPS2118/Overall 03

EVERBLUE
(Capcom/Arka)
Undersea diving RPG adventure.
Reviewed OPS2122/Overall 03

EVERGRACE
(Ubi Soft/Crave Entertainment/From Software)
A rather depressing RPG.
Reviewed OPS2106/Overall 02

EVIL TWIN
(Ubi Soft/In-Intro)
Dark adventure platformer.
Reviewed OPS2117/Overall 05

EXTERMINATION
(SCE/Deep Space)
Alien-inspired survival horror-fest.
Reviewed OPS2108/Overall 07

EXTREME-G 3
(Acclaim/Acclaim)
A neon beast of a future bike racer that requires skill and brains.
Reviewed OPS2111/Overall 08

F1 2001
(EA Sports/EA Sports)
Another solid PS2 F1 title, but a little soulless with it.
Reviewed OPS2113/Overall 07

F1 2002
(EA Sports/EA Sports)
Tweaked and tuned, well-rounded interpretation of the sport.
Reviewed OPS2122/Overall 07

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA Sports)
Too easy for hardcore F1 fans.
Reviewed OPS2103/Overall 06

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its competitors.
Reviewed OPS2106/Overall 05

FANTAVISION
(SCE/SCEI)
The world's first fireworks game.
Reviewed OPS2101/Overall 07

FIFA 2001
(EA Sports/EA Sports Canada)
Premier league graphics, Second Division gameplay.
Reviewed OPS2102/Overall 06

FIFA 2002
(EA Sports/EA Sports Canada)
Another year, another FIFA.
Reviewed OPS2114/Overall 07

FINAL FANTASY X
(SCE/Square)
The best-looking RPG on PS2. Challenging, captivating and huge.
Reviewed OPS2120/Overall 08

FIREBLADE
(Midway/Kuju)
Arcade-style helicopter game.
Reviewed OPS2122/Overall 07

FORMULA ONE 2001
(SCE/Studio Liverpool)
Load it up and feel the speed.
Reviewed OPS2109/Overall 09

FRANK HERBERT'S DUNE
(Cryo/Wide)
Poor bookish action adventure.
Reviewed OPS2120/Overall 03

FREAK OUT
(Swing/Treasure)
Unique cartoon action-adventure with a kooky Japanese twist.
Reviewed OPS2112/Overall 07

FREESTYLE
(EA Sports/Page 44)
Motocross sim. SSR on bikes.
Reviewed OPS2123/Overall 06

FREQUENCY
(SCE/SCEA)
Hypnotic rhythm action game. Wildly addictive and original.
Reviewed OPS2121/Overall 08

FROGGER: THE GREAT QUEST
(Konami/KCEJ)
3D makeover of the 2D coin-op.
Reviewed OPS2121/Overall 02

FUR FIGHTERS
(Acclaim/Bizarre Creations)
Cute fluffy creatures armed with guns blast each other to pieces.
Reviewed OPS2108/Overall 08

G1 JOCKEY
(KOEI/KOEI)
Horse racing comes to PS2. Reviewed OPS2120/Overall 05

GAUNTLET: LEGACY
(Midway/Midway East Games)
Linear RPG that's a pale imitation of its coin-op ancestor.
Reviewed OPS2108/Overall 05

GIANTS: CITIZEN KABUTO
(Interplay/Planet Moon)
Port of a complex PC battle game.
Reviewed OPS2118/Overall 06

GIFT
(Cryo Interactive/Ekosystem)
New take on the 3D platformer.
Reviewed OPS2110/Overall 06

GITAROO MAN
(KOEI/KOEI)
Perfectly silly musical guitar-playing cartoon adventure.
Reviewed OPS2122/Overall 08

GLOBAL TOURING CHALLENGE: AFRICA
(Rage/Rage Warrington)
Impressive racer that's only let down by short courses.
Reviewed OPS2114/Overall 02

GOAL: ELEMENTAL FORCE
(3DO/3DO)
A martial arts parody, third-person beat-'em-up.
Reviewed OPS2118/Overall 02

GRANDIA II
(Ubi Soft/GameArts)
Big but ugly RPG game.
Reviewed OPS2120/Overall 05

GRAND THEFT AUTO III
(Rockstar Games/DMA Design)
Nothing else quite as sick and funny on the shelves. Buy it.
Reviewed OPS2113/Overall 08

GRAN TURISMO 3: A-SPEC
(SCE/Polyphony Digital)
GT3 is the greatest driving game in the world. Buy it now.
Reviewed OPS2109/Overall 09

G-SURFERS
(Midas Interactive/Blade Interactive)
Futuristic racer that's improved by an innovative track editor.
Reviewed OPS2113/Overall 07

GT CONCEPT 2002 TOKYO-GENEVA
(SCE/Polyphony Digital)
GT3 Lite. Dream car driving sim with 85% style, 15% game.
Reviewed OPS2123/Overall 06

GUILTY GEAR X
(Virgin/Sammy)
The start of a new wave of next-gen 2D fighters.
Reviewed OPS2116/Overall 08

GUN GRIFON BLAZE
(Swing/GameArts)
A mech shooter for robot fans.
Reviewed OPS2103/Overall 07

H30 SURFING
(Take 2/ASC)
Inadequate surf sim.
Reviewed OPS2102/Overall 04

HALF-LIFE
(Vivendi Universal/Valve/Geostar)
The award-winning PC FPS arrives on PS2 in refulgent form.
Reviewed OPS2114/Overall 09

HEADHUNTER
(SCE/Amuze)
An action adventure where Dirty Harry meets MGS2.
Reviewed OPS2116/Overall 07

HERDY GERDY
(Eidos/Core Design)
Quirky herding 3D adventure. Has to be played to be believed.
Reviewed OPS2118/Overall 08

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure.
Reviewed OPS2108/Overall 03

HIGH HEAT BASEBALL
(3DO/3DO)
Flexible, dirty-league baseball game.
Reviewed OPS2122/Overall 06

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
A retro classic? Nope - avoid this one like the plague.
Reviewed OPS2103/Overall 08

ICO
(SCE/SCEI)
For those looking for something deeper in an adventure game.
Reviewed OPS2118/Overall 09

INTERNATIONAL LEAGUE SOCCER
(Eon Digital/Entertainment/Taipei)
Easy one of the worst footy sims ever to grace PS2.
Reviewed OPS2113/Overall 02

GRADIUS III & IV
(Konami/KCEJ)
Dull 2D arcade shooter. More PSone than next-gen.
Reviewed OPS2101/Overall 02

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEJ)
A competent boxing sim.
Reviewed OPS2119/Overall 06

IRON ACES 2: BIRDS OF PREY
(Kicart/Kicart)
Flight sim in which you fly your way through aviation history.
Reviewed OPS2118/Overall 04

ISS2
(Konami/KCEA)
Arcade football game for those who like it on the cheesy side.
Reviewed OPS2120/Overall 07

JADE COCOON 2
(Ubi Soft/Genki)
Adult Pokemon RPG with a twist.
Reviewed OPS2119/Overall 07

JAK AND DAXTER: THE PRECURSOR LEGACY
(SCE/Naughty Dog)
Brilliant platformer from the makers of Crash Bandicoot.
Reviewed OPS2119/Overall 08

JAMES BOND 007 IN: AGENT UNDER FIRE
(EA/EA Redwood Shores)
A thrilling single-player Bond experience, with a great four-player mode.
Reviewed OPS2115/Overall 08

JEREMY MCGRATH SUPERCROSS WORLD
(Acclaim/Acclaim Studios Salt Lake)
A motocross game minus realism, thrills, speed, handling and mud.
Reviewed OPS2114/Overall 03

JET SKI RIDERS
(Eidos/Opus Corporation)
Great water effects and jet-skis.
Reviewed OPS2118/Overall 06

JET ION GP
(3DO/3DO)
A poor MotoGP anti-grav clone.
Reviewed OPS2121/Overall 01

JONNY MOSELY MAD TRIX
(3DO/3DO)
Tricks on skis. Offers nothing new.
Reviewed OPS2118/Overall 04

KENGO: MASTER OF BUSHO
(Ubi Soft/LightWeight)
Rather limited Ninja fighter.
Reviewed OPS2113/Overall 06

KESSEN
(Electronic Arts/KOEI)
RTS set in feudal Japan.
Reviewed OPS2104/Overall 07

KESSEN II
(KOEI/KOEI)
3D strategy wargame with spear-wielding peasants elaborate armour and yelling swordsmen.
Reviewed OPS2120/Overall 06

KING'S FIELD: THE ANCIENT CITY
(From Software/Agel)
Below standard RPG.
Reviewed OPS2118/Overall 03

KLONOA 2: LUNEAIR'S VEIL
(SCE/Namco)
Cute and cheerful platformer featuring the lovable go-eared blue cat-rabbit hybrid.
Reviewed OPS2113/Overall 08

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
A competent boxing sim.
Reviewed OPS2119/Overall 06

KNOCKOUT KINGS 2002
(EA Sports/EA Sports)
The fourth instalment of the well-established boxing sim.
Reviewed OPS2119/Overall 07

KURI KURI MIX
(Empire/From Software)
Cutey platformer.
Reviewed OPS2107/Overall 07

LAKE MASTERS EX
(Midas Interactive/Dazz Corporation)
Dull fishing game. Very dull.
Reviewed OPS2120/Overall 02

LEGENDS OF WRESTLING
(Acclaim/Acclaim)
Violent ballet with a shortage of modes and options.
Reviewed OPS2117/Overall 05

LEGO RACERS 2
(Lego Software/ATI)
Average. Give us more bricks!
Reviewed OPS2114/Overall 05

LE MANS 24 HOURS
(Infogrames/Melbourne House)
Easily accessible, but also has depth and thrills in abundance.
Reviewed OPS2109/Overall 08

LE TOUR DE FRANCE
(Konami/KCEA)
Cycling game that adds new slants to the racing genre.
Reviewed OPS2123/Overall 06

LMA
(Codemasters/Codemasters)
A very slick, very playable football management game.
Reviewed OPS2118/Overall 09

LOTUS CHALLENGE
(Virgin Interactive/Kuju)
A Lotus fan's dream. Just a shame the speed isn't conveyed.
Reviewed OPS2114/Overall 05

MADDEN NFL 2001
(EA Sports/EA Sports)
A rewarding NFL game. Could even convert non-believers.
Reviewed OPS2121/Overall 08

MADDEN NFL 2002
(EA Sports/EA Sports)
Exemplary American football title with a pristine pedigree.
Reviewed OPS2113/Overall 09

MAD MAESTRO!
(Eidos (Fresh Games)/SCEI)
A very welcome addition to the rhythm action family.
Reviewed OPS2120/Overall 06

MAGIX MUSIC MAKER
(Trak/Magix)
Music creation game with loads of sounds and a really nice mode.
Reviewed OPS2117/Overall 06

MAX PAYNE
(Rockstar/Remedy)
Classy shooter, with a dark story line and Metro-style Bullet Time.
Reviewed OPS2118/Overall 09

MAXIMO
(Capcom Eurosoft/Capcom Digital Studios)
Platform adventure

the shortlist

MDK2 ARMAGEDDON
(Interplay/BioWare)
This third-person action shooter has lost nothing in translation.
Reviewed OPS2107/Overall 08

MEDAL OF HONOR: FRONTLINE
(EA/EA)
Experience war at its rawest in this brilliantly executed FPS.
Reviewed OPS2121/Overall 08

METAL GEAR SOLID 2: SONS OF LIBERTY
(Konami/KCEJ)
A must-own, state-of-the-art tactical espionage action game with a superbly packed, intelligent story. A benchmark for PS2.
Reviewed OPS2117/Overall 10

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Urban racing, with action-packed New York and London locations.
Reviewed OPS2101/Overall 04

MIKE TYSON HEAVYWEIGHT BOXING
(Codemasters/Codemasters)
A decent, entertaining box-em-up.
Reviewed OPS2121/Overall 07

MODERN GROOVE: MINISTRY OF SOUND
(Ubisoft/Modern Groove)
A lightweight shooter with five full dance albums.
Reviewed OPS2111/Overall 06

MONSTERS, INC.
(SCEE/Disney Interactive)
Film-based Disney platform game.
Reviewed OPS2117/Overall 04

MOTO GP
(SCEE/Namco)
Grip Turismo on two wheels? ish.
Reviewed OPS2103/Overall 07

MOTO GP 2
(SCEE/Namco)
Repetitive but fast and realistic.
Reviewed OPS2117/Overall 07

MOTOR MAYHEM
(Infogrames/Beyond Games)
Outmatch-based vehicle blasting.
Reviewed OPS2113/Overall 05

MR MOSKEETO
(Eidos/Fresh Games/SCEE)
Brilliantly original and mildly addictive insect-em-up sim.
Reviewed OPS2120/Overall 06

MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mix music maker. Exciting and well put together. Become a bedroom DJ.
Reviewed OPS2108/Overall 09

MX 2002 FEATURING RICKY CARMICHAEL
(THQ/Pacific Coast Power)
Engaging motocross sim.
Reviewed OPS2112/Overall 07

MX RIDER
(Infogrames/Paradigm)
Motocross/supercross sim that lacks the true grit of the sport.
Reviewed OPS2113/Overall 06

NBA HOOPZ
(Midway/Eurocom)
Arcade-styled hoops and tall people sim.
Reviewed OPS2106/Overall 06

NBA LIVE 2001
(EA Sports/EA Sports Canada)
An update of NBA Live 2000.
Reviewed OPS2115/Overall 06

NBA LIVE 2002
(EA Sports/EA Sports Canada)
An update of NBA Live 2001.
Reviewed OPS2115/Overall 06

NBA STREET
(EA Sports/Big/EA Sports)
Great looks, great to play, but doesn't quite fill the mark.
Reviewed OPS2110/Overall 06

NEXT GENERATION TENNIS
(Wanadoo/Carapace)
A must-own, state-of-the-art tactical espionage action game with a superbly packed, intelligent story. A benchmark for PS2.
Reviewed OPS2117/Overall 04

NFL QUARTERBACK CLUB
(Acclaim/Acclaim Studios)
American football game that has unique features, but unable to compete with Madden 2002.
Reviewed OPS2113/Overall 08

NHL 2001
(EA Sports/EA Sports Canada)
EA Sports' perennial ice hockey licence that hits the mark.
Reviewed OPS2113/Overall 08

NHL 2002
(EA Sports/EA Sports Canada)
The definitive ice hockey videogame, and a marked improvement on NHL 2001.
Reviewed OPS2114/Overall 08

NHL HITS 2002
(Midway/Black Box)
Arcade-style ice hockey game.
Reviewed OPS2114/Overall 08

NO-ONE LIVES FOREVER
(Vivendi/Sierra/Monolith)
A first-person shooter combining James Bond and Austin Powers.
Reviewed OPS2119/Overall 07

NY RACE
(Wanadoo/Kalisto)
Racer based on The Fifth Element.
Reviewed OPS2114/Overall 05

ONI
(Rockstar/Bungle Software)
Impressive third-person sci-fi romp.
Reviewed OPS2105/Overall 07

ONIMUSHA: WARRIORS
(Capcom/Capcom)
Impressive survival horror.
Reviewed OPS2109/Overall 08

OPERATION WINBACK
(Midas Interactive/KCEJ)
An enjoyable stealth shooter.
Reviewed OPS2107/Overall 06

ORPHEN
(Activision/Shade Inc)
Rhythm action with a raging dog.
Reviewed OPS2106/Overall 09

PARAPAPA THE RAPPER 2
(SCEE/NanoOn-sha)
Rhythm action with a raging dog.
Reviewed OPS2110/Overall 02

PARIS-DAKAR RALLY
(Acclaim/Broadword Interactive)
This sim does little to inspire.
Reviewed OPS2113/Overall 05

PENNY RACERS
(Midas/Takara)
A half-baked and underfed GT3.
Reviewed OPS2114/Overall 06

PETER PAN: RETURN TO NEVER LAND
(SCEE/Disney Interactive)
Platformer that never grew up.
Reviewed OPS2113/Overall 02

PIRATES: THE LEGEND OF BLACK RAK
(EA/Westwood)
An RPG with unique sea battles.
Reviewed OPS2113/Overall 03

POLAROID PETE
(JVC/Trem)
Crazy slide-scrolling shoot sim.
Reviewed OPS2108/Overall 07

POLICE 24/7
(Konami/KCEJ)
Lightgun-esque shoot-em-up.
Reviewed OPS2117/Overall 05

POOLMASTER
(Take 2/Asi)
Dull pool sim. Keep it in the pub where it belongs.
Reviewed OPS2102/Overall 05

PORTAL RUNNER
(3DO/3DO)
A first-person shooter with platformer.
Reviewed OPS2113/Overall 05

PRISONER OF WAR
(Codemasters/Wide Games)
Stealthy WWII 3D adventure.
Reviewed OPS2122/Overall 07

PRO EVOLUTION
(Konami/Konami Tyo)
Update of ISS Pro Evolution. The best PS2 football sim yet.
Reviewed OPS2114/Overall 09

PROJECT EDEN
(Eidos/Core Design)
Complex, satisfying FPS adventure.
Reviewed OPS2112/Overall 06

PRO RALLY 2002
(Ubisoft/Ubisoft Soft)
Mildly engaging rally title.
Reviewed OPS2121/Overall 05

QUAKE III
(EA/Id & Bullfrog)
Cool first-person shooter up there with Half-Life and TimeSplitters.
Reviewed OPS2106/Overall 09

RALLY CHAMPIONSHIP
(SCEI/Warthog)
Fast-paced, playable rally racer.
Reviewed OPS2122/Overall 07

RAYMAN M
(Ubisoft/Ubisoft France)
The gamplay is nothing new.
Reviewed OPS2115/Overall 06

RAYMAN REVOLUTION
(Ubisoft/Ubisoft Soft)
Animation-quality graphics elevate this classic platformer.
Reviewed OPS2102/Overall 08

RC REVENGE PRO
(Acclaim/Acclaim Cheltenham)
An avoidable kart racer.
Reviewed OPS2102/Overall 08

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvelous, arcade-based boxing.
Reviewed OPS2101/Overall 07

RED CARD
(Midway/Midway)
Brutal arcade footy action where fists are as important as feet.
Reviewed OPS2117/Overall 06

RED FACTION
(THQ/Violation)
Ace FPS that melds MCS-style tactics and the blasting of Quake.
Reviewed OPS2108/Overall 08

RESIDENT EVIL CODE: VERONICA X
(Capcom/Eurosoft/Capcom)
Brilliant story, atmosphere, frights.
Reviewed OPS2119/Overall 09

SHADOW MAN
(Midway/Sacchi)
An enjoyable Japanese RPG.
Reviewed OPS2119/Overall 07

SHADOW MAN 2: SECOND COMING
(Acclaim/Acclaim Studios)
Adventure title with a sombre twist.
Reviewed OPS2121/Overall 07

SHADOW OF MEMORIES
(Konami/KCEJ)
Filmic adventure with a serpentine plot.
Reviewed OPS2105/Overall 08

SHAUN PALMER'S PRO SNOWBOARDER
(Activision/Bearfoot)
A first-person snowboarder with unimaginative gamplay.
Reviewed OPS2115/Overall 06

SILENT HILL 2
(Konami/KCEJ)
One of the most atmospheric and frightening titles on PS2.
Reviewed OPS2113/Overall 08

SILENT SCOPE
(Konami/KCEJ)
Slick shooting gallery-style game where you play a police sniper.
Reviewed OPS2101/Overall 06

SILENT SCOPE 2
(Konami/Konami Tyo)
Arcade sniper sim update.
Reviewed OPS2114/Overall 07

SILPHEED: THE LOST PLANET
(Swing/Threasure/GameArts)
Tedious top-down shooter.
Reviewed OPS2103/Overall 03

SIR ALEX FERGUSON'S PLAYER MANAGER 2002
(3DO/Anc)
Footy management sim.
Reviewed OPS2116/Overall 06

SKY ODYSSEY
(SCEE/Cross for SCEI)
Flight sim in which you complete missions, rather than shoot things.
Reviewed OPS2106/Overall 08

SKY SURFER
(Virgin Interactive/Idea Factory)
Jump out of a plane and surf the skies with a board on your feet.
Reviewed OPS2106/Overall 03

SLAM TENNIS
(Infogrames/Sheffield)
Slick tennis sim.
Reviewed OPS2123/Overall 07

SLED STORM
(EA Sports/EA Sports Big/EA Canada)
A must-buy for the robo-fetishist who's after something different.
Reviewed OPS2107/Overall 08

SMASH COURT TENNIS PRO
(SCEE/Namco)
PS2 tennis at its best. Plays almost flawlessly and looks ace!
Reviewed OPS2121/Overall 08

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Escape from the cops with a truckload of booty.
Reviewed OPS2101/Overall 07

SMUGGLER'S RUN 2: HOSTILE TERRITORIES
(Rockstar/Angel Studios)
Impressively big and frantic.
Reviewed OPS2115/Overall 06

SOLDIER OF FORTUNE: GOLD EDITION
(Codemasters/Raven Software/Pipedream)
No-brainer FPS gonzo.
Reviewed OPS2122/Overall 05

SOUL REAVER 2
(Eidos Interactive/Crystal Dynamics)
Soul-sucking fantasy adventure.
Reviewed OPS2114/Overall 07

SPACE ACE
(Digital Leisure/Cinematronics)
Horrific and ancient arcade port.
Reviewed OPS2104/Overall 01

SPACE CHANNEL 5 V1
(SCEE/Sega United Game Artists)
A stylish rhythm action game.
Reviewed OPS2118/Overall 07

SPACE RACE
(Infogrames/Melbourne House)
Simple cartoon kart racer.
Reviewed OPS2117/Overall 05

SPIDER-MAN
(Activision/Treyarch)
Stylish, level-based superhero action adventure game.
Reviewed OPS2121/Overall 07

SPLASHDOWN
(Infogrames/Rainbow Studios)
Sea-battle with an extremely impressive water effects.
Reviewed OPS2114/Overall 07

STAR WARS: RACER REVENGE
(Activision/LucasArts)
Pod racing with fast gamplay.
Reviewed OPS2119/Overall 07

STAR WARS: JEDI STARFIGHTER
(Activision/LucasArts)
Starfighter returns with a few welcome innovations.
Reviewed OPS2119/Overall 08

STAR WARS: STARFIGHTER
(Infogrames/Angel Studios)
Slick tennis sim.
Reviewed OPS2123/Overall 07

STAR WARS: SUPER BOMBAL RACING
(Activision/Lucas Learning)
Banal cartoon kart racer.
Reviewed OPS2108/Overall 05

STAR TREK VOYAGER: ELITE FORCE
(Codemasters/Raven Software/Pipedream Interactive)
FPS for tekkies only.
Reviewed OPS2122/Overall 04

STATE OF EMERGENCY
(Rockstar/VIS)
A riot sim with Molotov cocktails.
Reviewed OPS2119/Overall 07

STREET FIGHTER EX3
(Capcom/Eurosoft/Arka)
2D 3D fighter for fans only.
Reviewed OPS2103/Overall 06

STUNT GP
(Virgin Interactive/Team 17)
Practice car stunts with remote-controlled cars.
Reviewed OPS2114/Overall 03

STUNTMAN
(Infogrames/Reflections)
Car-flipping, bus-skidding, bike-crashing movie mayhem.
Reviewed OPS2122/Overall 08

SUMMONER
(THQ/Violation)
An RPG that's an entertaining spectacle with expert storytelling.
Reviewed OPS2104/Overall 07

SUNNY GARCIA SURFING
(Ubisoft/Konami Studio)
Surfs up in this wave sim.
Reviewed OPS2119/Overall 03

SUPER BUST-A-MOVE
(Acclaim/Taito)
Rhythm action game update.
Reviewed OPS2102/Overall 06

SUPERCAR STREET CHALLENGE
(Activision/Exakt)
Arcade races around barren cities.
Reviewed OPS2114/Overall 04

SUPER TRUCKS
(Kester Interactive/Jester Interactive)
Average truck racing sim.
Reviewed OPS2120/Overall 04

SVEN-GURAN ERIKSSON'S WORLD CHALLENGE
(3DO/Anc)
The worst football game ever. See it and weep.
Reviewed OPS2123/Overall 06

SWING AWAY GOLF
(EA Sports/TAE Soft)
Cutey Psoné golf sim.
Reviewed OPS2102/Overall 03

TARZAN FREERIDE
(Ubisoft/Disney Interactive)
Based on the Disney film, this tries to be different, but it doesn't work.
Reviewed OPS2116/Overall 04

TD OVERDRIVE
(Infogrames/The Pitbull Syndicate)
Enjoyable formulaic arcade racer.
Reviewed OPS2121/Overall 06

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Hugely playable and graphically spectacular beat-'em-up.
Reviewed OPS2101/Overall 08

TEST DRIVE: OFFROAD WIDE OPEN
(Infogrames/Angel Studios)
A toy offroad racer.
Reviewed OPS2121/Overall 06

TETRIS WORLDS
(THQ/Blue Planet Software)
Tetris addicts, beware: this retro game could take over your life.
Reviewed OPS2121/Overall 07

TG DARE DEVIL
(Kemco/Papaya Studios)
Tetris addicts, beware: this retro game could take over your life.
Reviewed OPS2102/Overall 05

THE BOUNCER
(SCEE/Squaresoft)
Fairly limited, fun brawler.
Reviewed OPS2109/Overall 06

THE SHADOW OF ZORRO
(Cryo/In Utero)
Stealth-'em-up adventure.
Reviewed OPS2119/Overall 03

THE FUNTIONS IN VIVA ROCK VEGAS
(Swing Entertainment/Toka)
Stone Age karting action. Yabba dabba... Actually, don't ever.
Reviewed OPS2111/Overall 02

THE MUMMY RETURNS
(Vivendi Universal/Blitz Games)
Adventure-based movie tie-in.
Reviewed OPS2114/Overall 05

THE SIMPSONS: ROAD RAGE
(EA/Radiant Entertainment)
It's Crazy Taxi, but with Bart and Homer behind the wheel.
Reviewed OPS2115/Overall 06

THE WEAKEST LINK
(Activision/Activision)
Watch the TV show instead.
Reviewed OPS2114/Overall 04

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon in this god sim.
Reviewed OPS2103/Overall 07

THIS IS FOOTBALL 2002
(SCEE/Team Soho)
An atmospheric and playable addition to a revived series.
Reviewed OPS2112/Overall 07

THUNDERHAWK: OPERATION PHOENIX
(Eidos/Core Design)
A brave attempt to blend arcade and sims with chopppers.
Reviewed OPS2112/Overall 07

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Authentic golf sim.
Reviewed OPS2106/Overall 06

TIGER WOODS PGA TOUR 2002
(EA Sports/EA Sports)
Golf game branded by the big cat himself. Great multiplayer mode.
Reviewed OPS2109/Overall 07

TIME CRISIS 2
(SCEE/Namco)
PS2's first on-rails lightning title sets a high standard to follow.
Reviewed OPS2113/Overall 08

TIMESPLITTERS
(Eidos/Free Radical Design)
Fun, fast, frantic and inventive FPS with multiplayer madness.
Reviewed OPS2101/Overall 09

TOKYO XTREME RACER
(SCEE/Ubisoft Soft/Gemki)
Crave, ride and tick, racer.
Reviewed OPS2101/Overall 04

TONY HAWK'S PRO SKATE 3
(Activision/Neversoft)
Skate sim that's perfect to play any time. The first PK game to have online network play.
Reviewed OPS2115/Overall 09

TOP ANGLER 2
(Gigat/Sims)
The best fishing game on PS2.
Reviewed OPS2120/Overall 05

TOP GUN
(Virgin Interactive/Digital Integrations)
Below average flight sim.
Reviewed OPS2114/Overall 04

TRANSWORLD SURF
(Infogrames/Angel Studios)
Not too shabby surf sim.
Reviewed OPS2123/Overall 06

TWISTED METAL: BLACK
(SCEE/IncoGno)
Drive around a post-nuclear-war planet in complete frenzied vehicle-based destruction.
Reviewed OPS2112/Overall 08

UEFA CHALLENGE
(Infogrames/Infogrames)
Everything that could go wrong in a football game is here.
Reviewed OPS2110/Overall 02

UEFA CHAMPIONS LEAGUE SEASON 2001/2002
(Take 2/Silicon Dreams)
A good solid effort with nice animation, but no Pro Ev.

UNREAL TOURNAMENT
(Infogrames/Epik Games)
All the favorite Worms weaponry.
Reviewed OPS2119/Overall 09

WORMS BLAST
(Infogrames/Epik Games)
Bus-A-Move gamplay but with all the favorite Worms weaponry.
Reviewed OPS2119/Overall 09

WFF SMACKDOWN
(THQ/Vue)
The most realistic representation of the WFF experience to date.
Reviewed OPS2113/Overall 08

X-SQUAD
(EA/EA Square)
Team-based third-person shooter.
Reviewed OPS2108/Overall 09

ZONE OF THE ENDERS
(Konami/Kojima)
Cool mech driver from Metal Gear's Hideo Kojima.
Reviewed OPS2108/Overall 09

database

Can't get hold of one of the games in The ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3dopublishers.com
300 Campus, 22-23 Moscop Street,
London SW13 2J7

ACCLAIM 0207 344 5000
www.acclaim.com
111-120 Brompton Road,
Knightbridge, London SW1 1JY

ACTIVISION 01273 756 300
www.activision.com
Parkmore House, 9 Laurence Way, Slough
Berkshire SL1 2BH

BIG MOUTH MEDIA 0208 846 2500
www.bigmouthmedia.com
G211, Woodlands, 80 Wood Lane,
London W12 0JT

CAPCOM EUROSOFT 0208 946 2500
www.capcom-eurosoft.com
981 Floor, 25-28 Hammersmith Green,
London W6 7HA

CODEMASTERS 02038 834 112
www.codemasters.com
Studio 3, Southway, Southam,
Northampton NN23 6DL

CRYO 01223 256 870
www.cryo-entertainment.com
136a St Albans Road, Slough, Southall UB8 3BB

EDIOS INTERACTIVE 01223 354 0821
www.edios.com
1 Hartford Road, Weymouth,
London NE15 7JH

ELECTRONIC ARTS 01972 241 2415
www.ea.com
2000 Hillwood Drive, Chertsey,
Surrey KT16 7BE

EMPIRE 0207 385 0256
www.empire.co.uk
The Spire, 677 High Road,
North Finchley, London N12 8EA

INFOGAMES 0208 222 5700
www.infogames.com
135 Baker Street, London W1M 1LS

ION INTERACTIVE 0207 360 3223
www.ion.com
44 Weymouth Street, Covent Garden,
London WC2E 7JH

KONAMI 0208 562 5523
www.konami.com
7-9 The Oaks, Reading, Wokingham RG4 7JF

LEGION 01753 455 413
www.legion.com
13 Bath Road, Slough, Slough SL1 3AP

MICROSOFT 0208 300 7288
www.microsoft.com
7 Capital Road, Wexham, London W12 0BT

MIDAS INTERACTIVE 01753 858 000
www.midas-interactive.co.uk
Midas House, Cambridge Road, Park 128, 194A,
London W12 8JH

MODERN 0207 538 4488
www.modern.com
96 Kensington High Street, London W8 5EG

ROCKSTAR GAMES 0181 124 2222
www.rockstargames.com
Saxon House, 2-4 Victoria Street,
Windsor, Woking, Surrey SL4 1JH

SCEE 0191 198 817
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THINK YOU'VE FINISHED?



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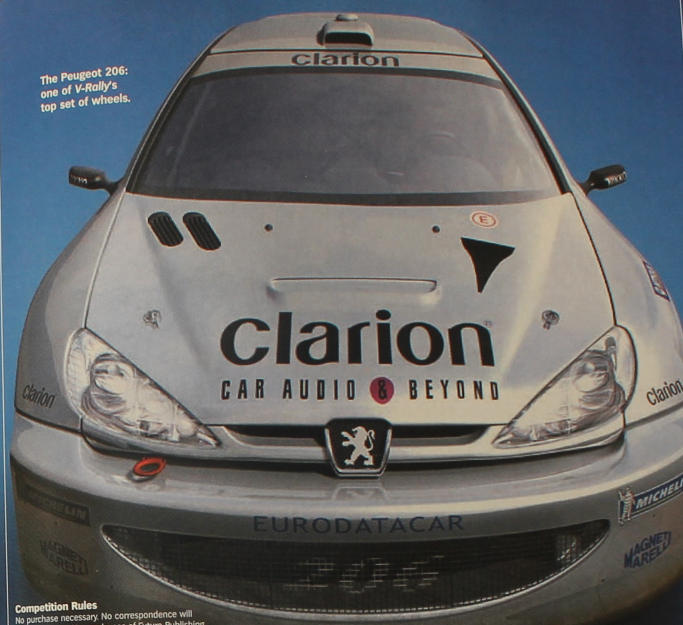
PLUS!
5 FREE cheat cards* every month!

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SUPERB SECOND ISSUE ON SALE 6TH AUGUST

The Peugeot 206: one of V-Rally's top set of wheels.



Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Eden Studios, Infogrames or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 5 September 2002. If any prize becomes unavailable, Future Publishing and Infogrames reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. Big thanks to Infogrames.

competition

WIN!

A PS2 V-RALLY 3 AND A LOGITECH STEERING WHEEL

One lucky reader will be taking home a new PS2, Logitech Driving Force steering wheel – and a copy of Infogrames extremely cool V-Rally 3. Nice!

TIRED OF POOTLING ALONG In your Mum's old, battered Metro, head down, hoping no-one will spot you idling along in the slow lane, dreaming of cross-country carnage in a Toyota Corolla? Fed up with a bus wheel between your hands and that throaty 60-15mph feeling when you climb a hill – even in the correct gear? Then fret not, oh ye of little faith...

Because Infogrames and OPS2 are coming to your rescue with this fantasy road trip come true: the ultimate V-Rally 3 driving experience. Infogrames' lushly dirty rally racer garnered a coveted Bronze award in OPS2#22, our very own Fitz saying it was "Head and shoulders above

the majority of PS2 rally fare." As if that wasn't bold enough, prize-winners can also recreate that roll-bar and rumble feeling with Logitech's acclaimed Driving Force steering wheel, complete with realistic pedals and Force Feedback technology – every pothole and impact judders through your hands with life-like vibrations.

But, of course, the first person who's correct answer is plucked from the gem-encrusted OPS2 prize bin will also take home a brand-new PS2 console. How smart is that? A lot smarter than that battered old wreck you're still pootling along in, eh? So what have you got to lose? Time to engage brain, we think...



HOW TO ENTER:

1. Write your answer on a postcard and send to 'A Rally Good Game', Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us with the answer at PS2compos@futurenet.co.uk – remember to put 'A Rally Good Game' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

*If you do not wish your name to be used for further marketing information, please state this on your entry.

THE QUESTION

RICHARD BURNS WON THE NETWORK 0 RALLY OF GREAT BRITAIN IN 2001. WHAT MAKE OF CAR DID HE DRIVE?

- a) Subaru impreza
- b) Peugeot 206
- c) One of those stupid smart car things

FIRST PRIZE

One lucky reader will receive:

- PlayStation 2 console
- Logitech Driving Force steering wheel
- A copy of V-Rally 3

FOUR RUNNERS-UP PRIZES

- Logitech Driving Force steering wheel
- A copy of V-Rally 3



Spectacular scenery, astonishing marine life and BLOODY GREAT BIG DRAGONS await you on the island of Bali.

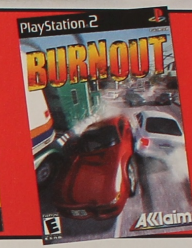
THE FACTS

Your holiday will include a trip to the Komodo National Park, where you can witness the colossal splendour of the Komodo Dragon, an ancient species whose ancestors date back over 100 million years. Komodo Dragons are opportunistic carnivores and a fully grown adult can consume up to 80 percent of its body weight in one gorging. So watch your back, young gamer.

WIN!

A LUXURY HOLIDAY ON A TROPICAL ISLAND!

That's right, to celebrate the release of Acclaim's ace dino-hunting adventure *Turok: Evolution*, one very lucky winner and his/her very lucky friend will be spending a week in Bali, with a chance to see the famous Komodo Dragons! Yikes!



THE STORY OF TAL'SET, the hero of Acclaim's forthcoming dino adventure *Turok: Evolution*, is an epic tale of treachery, exploration and war in a land of lush jungles, suspended cities, reptile armies and towering dinosaurs. This game – the *Turok* series' first time on PlayStation – is essentially a prequel to previous games and takes us back to the very start of the *Turok* story. The year is 1886 and a battle is taking place in Texas between Captain Tobias Bruckner and Tal'Set. As the fight gets bloodier, a rip between their world and the Lost Lands opens; and an injured Tal'Set is pulled into it. He is nursed back to health in a strange land that is governed by dinosaurs. Follow Tal'Set as he overcomes the towering reptilian army. To see how the game is shaping up, turn back to our Previews section for the exclusive lowdown.

To celebrate the release of *Turok: Evolution*, OPS2 has teamed up with Acclaim to give you the chance to join Tal'Set in battle against Lord Tyrannus in the Lost Lands. Well, not exactly but we are offering you the chance to win a visit to Komodo Island and see the world famous Komodo Dragons, the closest beast you'll find to a raptor this side of 1886!

You and a pal will be flown to Denpassar, Bali for one week, and you'll also have the chance to visit the neighbouring island, home to the Komodo National Park. So fancy yourself as a bit of a real life *Turok*? Well, now could be your chance. Time for the question!

COMPETITION RULES

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Acclaim or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 5 September 2002. If any prize becomes unavailable, Future Publishing and Acclaim reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. Big thanks to Acclaim.

HOW TO WIN

As this is such a great prize, you're going to have to work for it this month. First, you must tackle the usual multi-choice teaser, but then we want you to stretch those creative muscles and make us roar/gag with your suggestions.

THE BIG QUESTION

ACCORDING TO PALAEOLOGY, ROUGHLY HOW MANY YEARS AGO DID DINOSAURS DIE OUT?

- A Two million years
- B 65 years
- C 65 million years

THE TIE-BREAKER

We want you to tell us which two game characters you would take with you to a desert island and why in no more than 50 words. If you think it'll help, draw a picture. The more gruesome, the better...

competition

THE PRIZES!

1ST PRIZE

A week's holiday in Bali for two with a trip to Komodo Island

2ND PRIZE

- A Panasonic NWDH1BS DVD/VHS player
- A copy of *Turok: Evolution*

THREE RUNNERS-UP

One copy of each of the following ace Acclaim games: *Turok: Evolution*, *Burnout* and *Crazy Taxi*

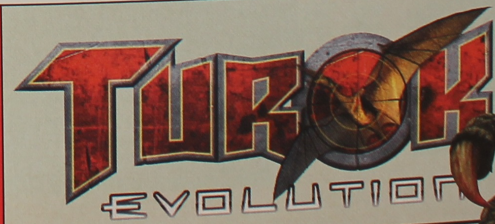
HOW TO ENTER

1. Send your entries to 'Turok My World', Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. Email us your entries to PS2compos@futurenet.co.uk – remember to put 'Turok My World' in the subject line.
3. Please include your name, age, address and phone number on all competition entries.

*If you do not wish your name to be used for further marketing information, please state this on your entry.

TERMS AND CONDITIONS

- Due to the nature of the holiday, the winner and companion MUST be over 18 years of age. You must state your age on the entry form to be considered for the first prize. All other entrants will be put forward for the second and third prizes.
- You must arrange your own travel insurance.
- The prize does not include travel to and from a UK airport (most likely Heathrow), although the holiday does include costs for flights, transfers and excursions to Komodo National Park and Marine Reserve.
- NOTE: The winner will need to take their own spending money for drinks and additional meals.
- The date of the holiday is negotiable, but it MUST be taken within 2002.



WHAT IF... SPECIAL INTEREST GROUPS MADE PS2 GAMES?

With videogames going totally mainstream, it wasn't long before titles appeared where fun wasn't the only business on the agenda...

WORDS: PAUL FITZPATRICK/ILLUSTRATION: WILLIAM BARRAS

BRAD MAELSTROM IN... A WORLD OF TROUBLE™
Publisher: US State Department
Developer: True Blue Edutainment
Forget flaky pinkie commie Duke Nukem, 'cos here comes true American hero Brad Maelstrom. By day, he's a mild mannered diplomat protecting the greatest nation on God's Green Earth™ by shouting loudly over anyone in earshot. But when Brad eats a portion of enchanted Peach Cobbler he transforms into Agent Eagle, top undercover operative who topples dangerous regimes using stealth, guns, big guns, bigger guns, perfect teeth and a steely side order of guns. Set in exotic countries like Englandshire and Canada and a whole bunch of other places where the poor inhabitants eat dogs and wear skirts, A World Of Trouble is the action adventure for everyone, everywhere.

Release date: Thanksgiving Day
RRP: \$69.99

BLUE BOY 2: FOREIGN MUCK

Publisher: The Conservative Party
Developer: Barrel Of Scrape Interactive
Hot on the heels of last year's Blue Boy: Out Of Touch, BB2 takes the platformer to new sustainable heights with a sequel that goes to the heart of Blue Boy's ongoing mission: to protect the isolated Kingdom Of Unity from some vague threat to its values. Blessed with the ability to transform into the hideous Widdy, the adventure starts with the continent of Eurlopor showering your homeland with odd food, workshy immigrants and strange gold coins. You must collect these coins before your people start asking awkward questions and follow the trail they mark deep into enemy territory. But be careful if you leave the Kingdom Of Unity for too long, you may be seduced by the fine weather and the laid back way of life in Eurlopor and decide to keep all those coins for yourself. So hurry back or risk dragging your homeland into the real world!
Release date: Unconfirmed
RRP: \$99.99

BUCK HOUSE RUCKUS

Publisher: The House Of Windsor
Developer: Royal Flash Games
"Shut your mouth, your majesty!" It's the British Royal Family's turn to host the Conference Of World Monarchs but as the guests arrive,

things really start to kick off when the King of Bhutan tells Prince Phillip to take his bags up to his room. But when the slighted Duke Of Edinburgh awards the King a brogue in the family jewels, the scene is set for a bare knuckle showdown between the Windsors and a world of Royals for the title King and/or Queen of the Iron Fist. So who's it going to be? Andrew, the 'Dukes of York' Liz Da Biz Windsor? The undead Kristina Wasa, Queen of Sweden (1626-1689)? Or even Prince 'not the face' Edward? Time to take off those ermine-lined gloves and some kick regal ass in this blistering beat-'em-up. After you with the gum shield, ma'am.
Release date: 13 October
RRP: \$44.99

NEXT MONTH IN THE OCTOBER ISSUE OF
PlayStation®2
OFFICIAL MAGAZINE-UK

- ☐ An exclusive first look at Grand Theft Auto: Vice City!
 - ☐ We playtest Primal, Ratchet & Clank, The Getaway, Red Faction 2 and more...
 - ☐ The Sims moves into the PS2 neighbourhood
- Plus! Full reviews of Onimusha 2, The Thing and Hitman 2, GT Concept tips, plus another HUGE demo disc including playable demos of TimeSplitters 2 and V-Rally 3!

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 25/ON SALE: FRIDAY 6 SEPTEMBER

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- A = 0.1**
Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
Alone in the Dark 4
American Pro Truck
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sg's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury
A = 0.2
Baldur's Gate: Dark All.
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Bloody Roar 3
Bombard Racing
Bond: Agent Under Fire
Bouncer
Briney's Dance Beat
Burnout
C = 0.3
C. Bandicoot: W. Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Carl Fury
Casper: Spirit Dimensions
Chris Edwards: Ag. Inline
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Confid Zone
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles
D = 0.4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Attack
Dracula Last Sanctuary
E = 0.5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int. Winter Sports '02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime '02
ESPN Skateboarding
ESPN Snowboarding
Evergrace
Eve of Extinction
Evangelion
Evil Twin
Extinction
Extreme G 3
Extreme Racer
F = 0.6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freshly
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters
G = 0.7
G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf: Swing Away
Graduus 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
H = 0.8
H30 Surfing
Ico
In Cold Blood
Int. Super Soccer
Int. Supremacy Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
J = 1.0
J. McGrath's S'cross World
J. Moseley's Mad Tix
J.Bond: Agent Under Fire
Jade Cocoon 2
J. & D. Diner
Jedi Star Fighter
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Just Bring It
K = 1.1
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetic
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002
L = 1.2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Legg Racers 2
LMA Manager 2002
Lotus Challenge
M = 1.3
Madden NFL 2001
Madden NFL 2002
Major League Baseball '02
Major League Baseball '03
Marion Gothic
Master of Bushido
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z. Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam: Max. Distr.
Monsters Inc.
Moto GP
Moto GP 2
Motor Mayhem
Mr. Mosketo
MTV Music Generator 2
N = 1.4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2001
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NFL 2001
NFL 2002
NFL Blitz 2002
NFL Gameday 2002
NFL Primetime 2002
NFL QB Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-On: Lives Forever
O = 1.5
Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
OO' Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen
P = 1.6
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Parasite: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Q = 1.7
Q-Ball: Billiards Master
Quack Attack
Quake 3: Revolution
Quest for Dragon B. Staff
R = 1.8
R. Carmichael's MX 2002
Racer Revenge
Rayman 2
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Real Card Soccer 2003
Red Faction
Res. Evil: Gun Survivor 2
Res. Evil: C. Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Ring
Road Rage
Robot Wars
Romance of 3 Kingdoms 7
Rumble Racing
Rune: Viking Warlord
S = 1.9
S. Palmer's Snowboarder
Sarge's Heroes 2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow of Zorro
Silent Hill
Silent Scope
Silent Scope 2
Silphhead: Lost Planet
Simpsons: Road Rage
Sk. Summer
Sky Odyssey
Sky Surfer
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run
Soccer America: Int. Cup
Soldier of Fortune
Soul Reaver 2
Space Channel 5 Part 2
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Starfighter
State of Emergency
Street Fighter Ex 3
Street, NBA
Stunman
Summer
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Superstar St. Challenge
Superstars World
Surfing H30
Swing Away Golf
Syphon Filter 3
T = 2.0
T. Woods PGA Tour 2001
Tarzan Freeride
Talken Tag Tournament
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F.)
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
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Tomb Raider 5
Tony Hawk's 3
Tony Hawk's 4
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Twisted Metal Black
Type-S: Driving Emotion
U = 2.1
UEFA Champion League
Ulti.F.Champ.: Throwdown
Unreal Tournament
V = 2.2
Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Voyager Elite Force
V-Rally 3
W = 2.3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M.
Way of the Samurai
WDL: War Jetz
Weak Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S. Cars'02
W.W.2: Prisoner of War
Wrath of Cortex
WRC: World Rally Champ
WWF Smackdown 3 J.B.I.
X = 2.4
X Games: Snowboarding
X Games: Skateboarding
X-Squad
Xtreme G3
Y = 2.5
Yanya Caballista: Skater
YuGiOh! Duel Monsters 2
Z = 2.6
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18 Wheeler
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4x4 Evolution
7 Blades

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GO FORTH AND MULTI-PLAY

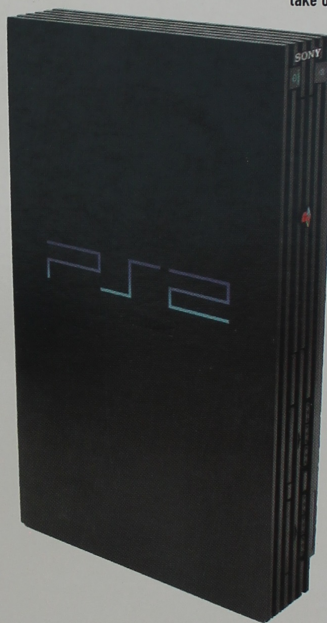
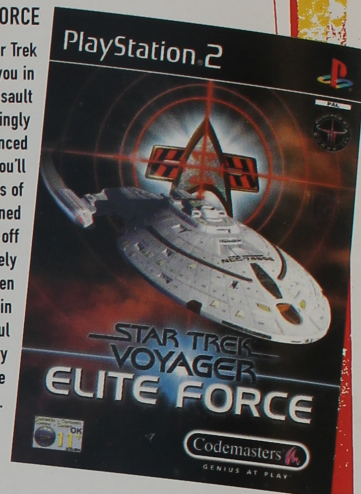


FREESTYLE

Some games are about coming first. Some are about riding fast. But Freestyle, the most dangerous motocross game on the circuit, is all about knowing no fear. Imagine hitting a 40 foot jump on the edge of a cliff at over 100mph. And that's just one scene in nine richly detailed venues with insane freestyle terrain. Get high with 100 tricks to perform, three game modes and eight different riders, each with their own bikes and styles and all without fear. Can you keep up?

STAR TREK VOYAGER: ELITE FORCE

Critically acclaimed as the best Star Trek game yet produced, Elite Force puts you in control of the Voyager Hazard Team assault squad on a dramatic mission to a seemingly deserted space junkyard. With enhanced visuals and new gameplay extras, you'll roam the superbly recreated decks of Voyager and five different abandoned spacecraft as you attempt to fend off alien attacks. This game is so closely linked to the TV series that it even features the voices of three of the main characters. All in all, this is a wonderful take on the series as well as a very credible addition to the first-person shooter game.



DINO STALKER

As a downed fighter pilot, the worst place to find yourself would be stranded on a dinosaur-infested island - but that's exactly where you are. Your escape from the jaws of death is an action-packed rollercoaster ride of intense first-person shooting and heart-in-mouth gameplay. With species attacking from all angles, your radar detection system enables you to spot them before they spot you. Will you make history by being the one to secure the extinction of the dinosaurs?

GRAN TURISMO CONCEPT

This special edition of GT3 contains amazing concept cars from the Tokyo and Geneva motor shows. GT Concept provides a more accessible GT gaming experience with a refined number of cars and courses and user-friendly set up options enabling the player to simply pick up and play. The game features over 100 cars from concept models to full production vehicles plus specialised rally and fantasy models.



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